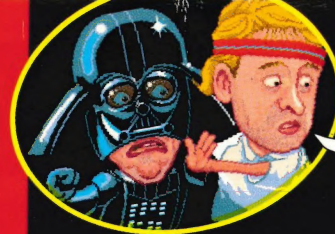


TOTAL!



Andy, you dweeb!
You're supposed to be
dressed up as Jimmy
Connors, not Darth
flippin' Vader!

March 1993

Issue 15

£2.25

**100% FOR PLAYERS OF
NINTENDO**

■ Super NES
■ Game Boy
■ NES

WIN!
SNES Jimmy
Connors and
4-player
adaptors!

Independent Nintendo
mag from high-flying
Future Publishing

**PLUS!
SUPER
NES!**



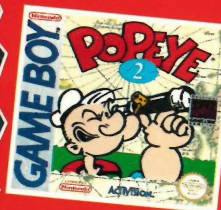
**Jimmy
Connors
Gods
Star Wars
Road Runner**

NES!



**Mario &
Yoshi
Late Air**

**GAME
BOY!**



**Popeye
Robin Hood
Dropzone
Mario &
Yoshi**



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**Bogeys at
12 o'clock!**

We take our pick of the Game Boy
flight sims with *F-15 Strike Eagle*,
Turn And Burn plus *Top Gun*
(we tell you what's hot and what snot!)

TOTAL Tactix - tips for over 50 Nintendo carts!

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TOTAL!

**100% FOR PLAYERS OF
NINTENDO**

■ Super NES
■ Game Boy
■ NES

Issue 15

March 1993

TOTAL is Britain's biggest-selling mag for Nintendo gamers.
FACT: Number of people who buy TOTAL each month:

80,227

ABC Jan - June 1992

CONV

6

News

Las Vegas, Tom Cruise, Hollywood... Hey, TOTAL's news pages are finally moving up in the world! If you want to know all about the very latest software, premiered at the Consumer Electronics Show in Vegas, TOTAL's roving reporter was there. And you can find out just what Tom Cruise likes to play with...

11

Charts

'Har, har, me shipmates, hand me my charts an' I'll show ee how to work out which of those Nintendo games is up the crow's nest.' Er, sorry about that.

20

Previews

With all the new games in our CES feature, you thought previews was empty, eh? Well, how wrong you are. We've got Bubsy, Jimmy, B.O.B, er, Carol, Ted and Alice...

26

Letters

You wouldn't believe how many letters we get each month. Well, of course you wouldn't believe it, cos all you lot get to see are the paltry few that Steve manages to answer in the mag each month. Lazy old gimp. But, we do get loads of letters. Honest injun.

14

Gameplayer Championships

This one's been running almost as long as The Mousetrap and has about as much suspense at the end. Remember, there can be only one!



**We're simply
plane crazy this
month!**

Oh dear. That pun was even worse than Steve's dreadful one about bogeys and snot on the cover. The poor old duffer just can't cut it anymore. Never mind - at least we've got the pick of Game Boy flight simulators for you to inspect. There's Turn And Burn, Top Gun - Guts 'n' Glory and F-15 Strike Eagle.



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WIN!
10 SUPER NES
JIMMY CONNORS
TENNIS CARTS AND
10 FOUR-PLAYER
ADAPTORS
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67 SNES TACTIC

TOTAL Tactix

Stuck on a game? Can't make it off a level? Not sure where the Firesword Of Hildebrand is? Have no fear - TOTAL Tactix is here, armed with the best complete solutions around and heaps of tips, codes 'n' cheats.

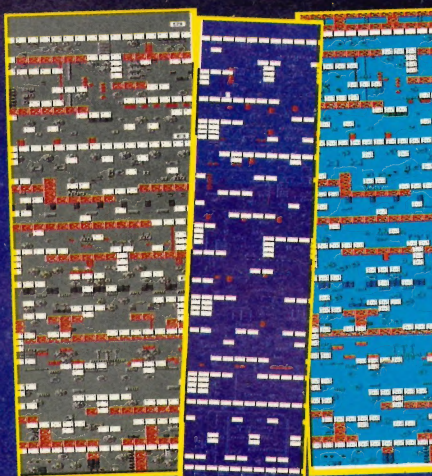
Zelda 3 - A Link To The Past, Darius Twin, Super Smash TV, Lemmings, Super Buster Bros and many more.

GB TACTIC

A superb complete solution to Dr Franken, and tips, codes and cheats for Star Wars, Star Trek and others.

NES TACTIC

Find your way through the last of the Rainbow Islands and try our tips for Gradius and Little Nemo for starters.



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The TOTAL reviews - get the best for your Nintendo!

If you only buy one cart this month, we reckon it should be one of these three. Then check out the full list of reviews below...



JIMMY CONNORS TENNIS

There used to be one tennis game for the SNES. Now, there are two. *Plus...*

Super Star Wars Page 32
Amazing Tennis Page 36
Wordtris Page 38
Gods Page 40
Road Runner Page 42



ULTIMATE AIR COMBAT

Yes, a flight sim on the NES, and a right good 'un it is too. *Plus...*

Spider-Man Page 46
Batman Returns Page 47
Prince Of Persia Page 48
RC Pro Am Page 52
KO Boxing Page 53
Monster In My Pocket Page 56



TURN AND BURN

The finest GB flight game yet puts you in the hot seat of an F-14. *Plus...*

F-15 Strike Eagle Page 56
Top Gun Page 58
Popeye 2 Page 62
Mario & Yoshi Page 64
Robin Hood Page 65
Dropzone Page 66

TOTAL TALK

Shows, games, competitions and the odd bit of newsy stuff. If it's even vaguely Nintendo-related, you'll find it here!

The Las Vegas C.E.S. Show

Las Vegas, January – scene of one of the world's biggest exhibitions of video game gear: the annual Consumer Electronics Show (CES).

TOTAL sent Neil West (out of Mega magazine) to collect as much stiiuff as he could. And so, over to the man with 20 carrier bags full of Nintendo info, Neil West...

"First off, I've got to tell you a little about Las Vegas and the people who live there: *it's horrible!* Imagine one gigantic fairground, with lights, music, sideshows and thousands of people – that's just the bathroom in your hotel room. Now imagine the whole city flashing, beeping and screaming at you – it's enough to make a man

reach for his Game Boy and refuse to go out.

But, go out I had to – the work of a TOTAL foreign correspondent is never done and if I'd come back with just another Tetris high score, Stevie J would kill me.

So, pausing only to read the sign on the back of my hotel room door: 'Please help us in our bid to save electricity by turning off your room lights when you leave' (are they joking? The 50 million bulbs flashing on and off outside my window as part of the hotel's decoration must be visible to the boys back in the TOTAL office) I head out into the chaos of the city to check out what's new in the wonderful world of Nintendo...



The C.E.S. show in Vegas – and the jammy git who went there.

Nintendo – starring Starfox!

Starfox – that's the name on everyone's lips at the moment. The first game to feature the new FX chip (designed by Jez San and his Argonaut team down in London), Starfox accounted for more game demo modules, more crowd attention and more 'coo, goosh, wow's than all of poor Mario's appearances at the show combined. The game was demoed to an eager audience inside a dome with TVs lining the inside walls – well impressive!

This stunning 3D space shoot

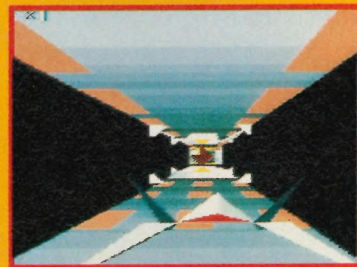
'em up will definitely silence the last-ditch bleatings of all those Mega Drive owners who claim that the SNES can't handle polygons. Piffle! (And, indeed, tosh.)

Starfox, together with his furry wingmen, have to fly a series of sorties against the massed forces of Emperor Androv, in an attempt to stop him from taking over the Rairatto system.

Each level (and there are *loads*) pits you against huge 3D creatures in a straightforward seat-of-your-pants shoot 'em up. Later



The first planet-bound levels are rock-hard shoot outs...



... While later on you get to solve huge 3D puzzles!

The full list of over 200 new releases for 1993!

Most software houses use the CES as an opportunity to announce or launch new games. So, at no expense whatsoever, here's a list of 220(ish) new US titles planned for release in 1993. Looks like we could be in for another busy year, eh guys?

ABSOLUTE ENTERTAINMENT

– Toys (SNES); Star Trek: The Next Generation (GB)

ACCLAIM – Super High Impact, Mortal Kombat, Acclaim's World Cup Soccer (SNES); Mortal Kombat (GB)

ACCOLADE – Bubsy, Universal Soldier (SNES); Star Hawk (GB)



ACTIVISION – Shanghai, Mechwarrior, Aliens Vs Predator (SNES)

AMERICAN SAMMY CORPORATION – Might And Magic II, Might And Magic III, Football Fury (SNES); Magic Candle World (NES); Battle Ping Pong (GB)

AMERICAN SOFTWARES CORPORATION – Bebe's Kids,

James Pond II, Super Troll Land (SNES); James Pond II (GB)

AMERICAN TECHNOS – Super Dodgeball, King Of Rally (SNES); Crash 'n' The Boys: Ice Challenge, Crash 'n' The Boys: Soccer Challenge (NES); Crash 'n' The Boys: Street Challenge, Dodgeball (GB)

ASCIIWARE – Spellcraft, Dominus (SNES)

ATLUS SOFTWARE – Super

Cart of the States!

There are too many new games for us to show you all of 'em, but here are some of the more unusual carts coming your way...

ACTIVISION

The big game here is Mechwarrior, a lovely-looking 3D beat 'em up where you control a ruddy great



Kick metal ass in Mech Warrior.

combat droid. Heavy metal!

Activision also have the rights to Super Shanghai, which is dead smart, and Aliens Vs Predator which, we'll tell you now, is utter crap. Waste of a licence...

AMERICAN SOFTWAREWORKS CORP.

ASC have netted James Pond 2 (Ocean are releasing it as Robocod over here) and also have Super Troll Land, starring those ugly, hairy geeks which have dominated toy shops for the last six months.

BULLETPROOF SOFTWARE

The people responsible for Tetris have joined forces with Nintendo to create a new Mario

puzzler, called Yoshi's Cookie.



Mario, Princess Daisy and Bowser try to clear Yoshi's bakery of cookies by lining up biccies of similar types. Bound to be jolly, bound to be on NES and GB.

DATA EAST

Oddly, Data East have two SNES games: Congo's Capers – a one or



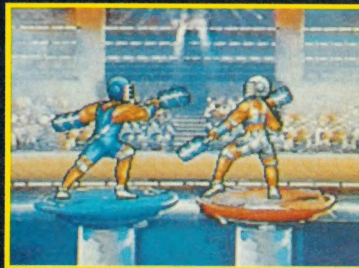
Congo's Capers – looking an awful lot like Joe 'n' Mac!

two-player prehistoric platformer and Joe 'n' Mac 2 – a one- or two-player prehistoric platformer.

(Good planning, guys!). To save you any decision-making difficulties, Congo's Capers is crap; Joe 'n' Mac 2 isn't.

GAMETEK

Hot tip for the top is Gametek's American Gladiators, which has all the events of the TV show plus



Pummel with the pugilsticks in SNES American Gladiators!

Fox and friends in a posey rock-star-style promo shot. Smile, guys!

levels have you whizzing through asteroid fields, and also introduce puzzle elements where you shoot gigantic Tetris-style shapes that tumble through space!

The 3D polygon graphics created by the 16-bit RISC chip are fast and smooth – Starfox really is the business! And it's only \$10 more than a standard SNES cart, so it looks good VFM.

Ten other companies are looking to produce FX games, and Argonaut are writing their second game already.

Starfox is due out in the US in March, so we'll have a full review in issue 17. Can't wait!



There... that's better!

Mario – The movie

King Koopa is back, but this time he's creating chaos on the big screen... No, not your dad's 25" Sony – the BIG screen!

At long last the heroic adventures of Mario and Luigi have made it onto celluloid. The film,



A pic from the film (we think).

starring Bob Hoskins as Mario, John Leguizamo (who?) as Luigi, and Dennis

Hopper as Koopa, is all set for a July release in the UK.

The movie is directed by Rocky Morton and Annabel Jankel who were responsible for Max Headroom. Sneak previews of the \$50 million movie at C.E.S. were suitably impressive thanks to some fab special effects. More news soon!



Valis IV, Super Widget, Metal Jack (SNES)
BULLETPROOF SOFTWARE – Yoshi's Cookie (SNES)
CAPCOM – Goof Troop, Capcom's MVP Football (SNES); Duck Tales II, Final Fight (NES); Darkwing Duck, The Empire Strikes Back, Little Mermaid, Talespin (GB)

CULTURE BRAIN – Super Ninja Boy, Ultimate Fighter (SNES); Fighting Simulator: World Champ (NES); Ninja Boy II (GB)

DTMC – Sumo Fighter (GB)

DATA EAST – Shadow Run, Congo's Caper, Monday Night Football,

Sengoku, Joe 'n' Mac 2 (SNES)
ELECTRO BRAIN – Full Metal Planet, Metal Masters, Fist Of The North Star, Legends Of The Ring, Future Zone (SNES); Pinocchio, Metal Masters (GB)

ELECTRONIC ARTS – B.O.B. (SNES)

ENIX – E.V.O. (SNES)

FCI – Sim Earth, Ultima: The False Prophet (SNES); Breaktime: The National Pool Tour, AD&D Hillsfar (NES); Panel Action Bingo (GB)

GAMETEK – American Gladiators, The Humans,

Kawasaki Caribbean Challenge (SNES)

HI TECH EXPRESSIONS –

Where In Time Is Carmen Sandiego?,

Where In The World Is Carmen

Sandiego?, We're Back, Barbie, Mickey's

Numbers

And Letters

(SNES);

We're Back,

Tom & Jerry

The Movie,

Barbie

Fashion

(NES); We're

Back, Barbie

Fashion (GB)

HOT-B – Super Black Bass (SNES);

Black Bass Lure Fishing (GB)

HUDSON SOFT – Super

Bombberman, Battle Grand Prix, Power

League Volleyball, Power League

Baseball (SNES); Adventure Island II,

Milon's Secret Castle, Buster Bros., Felix

The Cat (GB)

IGS – Super Shadow of Beast (SNES)

INTERPLAY – The Lost Vikings,

Claymates, Lord Of The Rings, Rock 'n'

Roll Racing (SNES); 4-In-1 Funpack Vol II,

Omar Sharif On Bridge (GB)

IREM – Street Combat, Max Mania



digitised piccies of those skimpy-clothed girlies/big hunky, men (delete as applicable).

RENOVATION

We don't hear much from Renovation, but they have four



Inside Dream Probe, and a Domsday Warrior.

SNES projects on the go at the moment: a tennis sim, an RPG and two Japanese-looking action titles. Dream Probe is a platform beat 'em up in which you enter the Dream Probe machine (plenty of room for weirdo creatures!).

Domsday Warrior is an all-out 'thumping people' game – sort of SF2 with secret moves and randomly generated scenery (cool!).

SEIKA

You should recognise the latest titles from Seika: they have Trodders (the Amiga Lemmings-a-like), Aquatic Games (with James Pond) plus Super Turrican (we reviewed the NES version last issue). These titles might appear on different labels over here, but grey import gamers should keep an eye out.



Turrican shoots a killer leaf on the SNES. Ecologically unsound, but rock 'ard.

SUNSOFT

The Warner Brothers cartoon link carries on with Daffy Duck And Marvin The Martian, and Taz-mania starring that strange whizzy-about Tasmanian Devil, er... Taz.

DDAMTM is a standard platform romp, while Taz-mania features 3D 'running along the road' sequences and digitised



Sunsoft's new hero, Aero – a bat with circus skills.

effects from the cartoon show.

And talking about whizzy-about types, Superman is ready to swoop down and save the Earth from the evil Brainiac. Use his heat vision, sonic spin and super strength to duff up the baddies.

Sunsoft's own star in the making is also about to appear: Aero The Acrobat stars (oddly enough) Aero – a bat of surprising agility and skill. More high speed circus-oriented platform antics ensue. Could be good.

THQ

THQ may not be our favourite software house (Home Alone, Home Alone 2, Race Drivin' Rocky & Bullwinkle, James Bond Jr., need we go on?), but we'll give 'em the

Capcom – Fighting frenzy

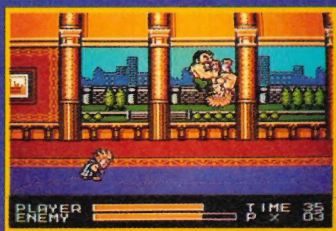


Final Fight II, with two players!

Capcom is rapidly becoming the biggest name on the Super NES scene, and this looks set to continue with a sparkling array of new releases.

Top of the most-wanted list is Final Fight II – a beefed-up version of the original with new characters, snazzy scenery and (yowser!) two players on screen!

But NES owners shouldn't feel left out because Capcom are putting the final touches to Mighty Final Fight, a sort of cartoon version of the coin-op beat 'em up.



Mighty Final Fight on NES.

The SNES Disney line continues with the two-player adventure, Goof Troop. Here Goofy and son Max (bet you didn't know he had a son, did you?) try to rescue pals Pete and PJ, who have been kidnapped by pirates. Gawsh!

Coming soon is MVP Football, an American Footy sim with loads of features, digitised player pics and the full backing of the NFL.

Also, watch out for SNES Aladdin, based on the Disney animated movie, and SNES Super Mega Man, which promises to be the best mega-platformer so far!



Disney fun with Goof Troop.



Capcom's MVP Football.

Interplay – Rock, roll, and

Nearing completion after two years in development is Claymates – a platformer which uses claymation: digitised pics of clay characters, rather than drawn sprites. A real good looker!



Flexible friends: Claymates.

Rock 'n' Roll Racing is an improved version of R.P.M. Racing (thank god) with a thumping rock 'n' roll soundtrack. Weird, man.

Then later in the year we'll have Lord Of The Rings, which



Are you ready to rock 'n' roll?

(SNES); Hammerin' Harry (GB)
JVC MUSICAL INDUSTRIES

– Dungeon Master, Jaguar, Super Empire Strikes Back, Skull Keep (SNES)

JALECO – Super Bases Loaded 2, Utopia, King Arthur's World, Brawl Brothers (SNES); Bases Loaded 4 (NES); Rampart, GOAL! (GB)

KEMCO – Top Gear 2, The First Samurai, Generation 2, Kid Klown (SNES); Kid Klown In Night Mayor World, Ace

Harding: Lost In Las Vegas (NES); Sword Of Hope 2 (GB)

KOEI – Aerobiz, Inindo: Way Of The Ninja, Pacific Theatre Of Operations (SNES)

KONAMI

– Cybernator, Tiny Toon Adventures – Buster Busts Loose, Batman Returns, NFL Football, (SNES); Tiny Toon



Adventures – Trouble In Wackyland, Tiny Toon Adventures Cartoon Workshop, Zen Intergalactic Ninja (NES); Zen Intergalactic Ninja, Kid Dracula, Championship Fighter, Batman – The Animated Series (GB)

LJN – Terminator 2: Judgment Day, WWF Wrestlemania 2, Alien 3, Incredible Crash Dummies, NFL Quarterback Club (SNES); T2: The Arcade Game (SNES/SuperScope); Incredible Crash Dummies, Alien 3 (NES); Spider-Man 3 (GB)

Mc O'RIVER – Power Spikes (SNES)

MICROPROSE – Super Strike Eagle (SNES)

MINDSCAPE – Terminator, Outlander, Mario Is Missing (SNES)

NAMCO HOMETEK – Metal Marines (SNES); Great Greed (GB)

NATSUME – Pocky & Rocky (SNES); Natsume Championship Wrestling (NES); Spanky's Quest (GB)

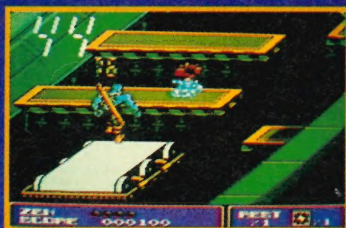
NINTENDO – Starfox (SNES); Zelda IV (GB)

OCEAN OF AMERICA – Cool World (SNES); Addams Family – Pugsley's Scavenger Hunt, Lethal Weapon, Cool World, Jurassic Park

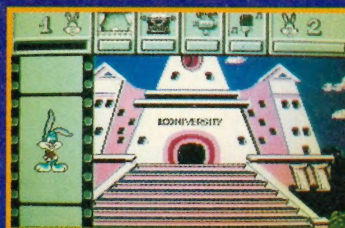
Konami - Bats, vampires and cuddly bunnies



Batman's back again on SNES.



Zen and his big stick on NES.



Design your own Tiny cartoon!



Kid Dracula fanging around.

Konami are currently vying with Capcom for the 'we've got more Nintendo product than you' awards. For more info on SNES Cybernator and Tiny Toon Adventures, check out Previews on page 20.

Meanwhile, Batfans should watch out for Batman Returns on the SNES. However, if it's anything like the NES version (on page 47), 'beware' might be a better way of phrasing it. Konami also have a NFL Football waiting on the sidelines, so maybe we can pit that against Capcom's MVP Football.

NES gamers have something to smile about with Zen Intergalactic

Ninja - something of a platform beat 'em up, with a decidedly Isolated Warrior feel to some of the levels (which is no bad thing).

There are two NES Tiny Toon Adventures games: Trouble In Wackyland and Cartoon Workshop. The workshop is one of the first 'creativity' products for the eight-bitter in that you can produce your own animated sequences starring the Tiny Toon characters. This should be a lot of fun, so we can't wait to get our paws on that one!

And among several new GB products, we have Kid Dracula - a cute platform beat 'em up with teeth (sorry about that!).

benefit of the doubt.

They've got loads of games in production, including The Great Wildo Searh (strange title), Ren & Stimpy (strange American cartoon characters), Thomas The Tank Engine (strange British kiddies cult hero), and Wayne's World (just completely strange, er, dude.).

You take control of Wayne and

Garth in this platform, erm, guitar 'em up. No doubt our review will be full of tedious 'excellent's, 'schwing's and babe-related rubbish. Can't wait.



Wayne does absolutley nothing in this thrill-packed screen shot.

TRADEWEST

Good old Tradewest are still beaver away on Battletoads In Battlemaniacs for the SNES - we just wish we'd got more room so we could squeeze in a picture of the lush-looking game. Sorry!

However, in the meantime Game Boyers can rub their hands in glee cos the fab hand-held Toadies are being sequelled in Battletoads 2. Full reviews soon!

More Talk this way



Micropose - Super F-15



Time to burn up the skies with f-15 Super Strike Eagle!



Well, this ties in nicely with the cover and everything. Micropose's F-15 Super Strike Eagle is nearly ready and from the still piccies we've seen it looks mightily impressive.

The game has been wowing air combat fans for years since it first appeared on the C64 computer about six years ago.

Since then it's appeared on every machine (including the GB - page 56) and has been succesfully sequelled (Strike Eagle II on a super-fast SVGA PC just has to be seen to be believed!).

It's a true flight sim, but is

designed for people who like shooting as much as flying!

The Super NES version profits from lots of colours and the ever-so-useful Mode 7 (used for the landing sequence), but just might struggle when it comes to all that 3D maths (as you know, the SNES can do the sums, but it takes a little longer than most consoles).

Still, with Micropose's usual attention to detail and extensive production schedules (a 'Prose game never comes out till it's ready) Super Strike Eagle could just be about to set your TV screen on fire!

rings

utilises thousands of rotoscoped animation frames (like claymation but using real people). Based on the JRR Tolkien books, you lead a party of artificially intelligent hobbits, elves and wizards!



Party on in Lord Of The Rings.

(NES); Addams Family - Pugsley's Scavenger Hunt, Lethal Weapon, Cool World, Jurassic Park (GB)

RENOVATION - Dream Probe, Domsday Warrior, Arcus Odyssey, Jennifer Capriati Tennis (SNES)

SEIKA - Super Turrican, Aquatic Games, Troddlers (SNES)

SETA - Cacom Knight, Ma-Kendo, Wizard of Oz (SNES); Wizard of Oz (NES)

SOFEL - Casino Kid II, Happily Ever After (NES)

SONY IMAGESOFT - Equinox, Dracula (SNES); Dracula (NES); Dracula, Chuck Rock (GB)

SUNSOFT - Superman, Tazmania, Duck Dodgers, Aero The Acrobat (SNES)

SQUARESOFT - Final Fantasy Mystic Quest (SNES)

THQ - Swamp Thing, The Great Waldo Search, Thomas The Tank Engine, Rocky & Bullwinkle, Wayne's World, Ren & Stimpy (SNES); The Great Waldo Search, Wayne's World, Ren & Stimpy, Thomas



The Tank Engine (NES); Race Drivin', Wayne's World, Ren & Stimpy 2 (GB)

TAITO - Hit The Ice, Sonic Blastman (SNES); The Jetsons, Hit The Ice, Eon Man (NES); Beach Volley, Ring Rage, The Flintstones (GB)

TAKARA - Fatal Fury (SNES); Cool Ball (GB)

TECMO - Tecmo Super NBA Basketball (SNES); Fire 'n' Ice (NES)

TITUS - Super Barbarian, Lamborghini's US Challenge (SNES)

TOHO - Megarobot Golf (SNES)

TRADEWEST - Super Off Road Baja, Battletoads In Battlemaniacs (SNES); Battletoads 2 (GB)

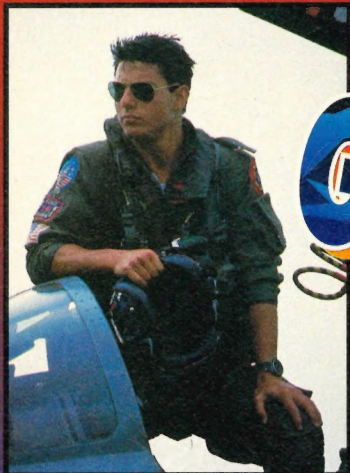
TRIFFIX ENTERTAINMENT - Dream TV (SNES)

UBI SOFT - Jimmy Connors Pro Tennis Tour (NES, GB)

VIC TOKAI - Super Conflict, Lost Mission (SNES); Legend Of Zed (GB)

VIRGIN GAMES - Super Slam Dunk, Super Slap Shot, Speed Metal, Wolf Child (SNES). Phew!

GAMER ★ STAR GAMER ★ STAR G



STAR GAMERS

Famous Nintendo Gamer Number 12 Tom Cruise (Last seen in *A Few Good Men*, *Far And Away* and various pictures on Vicky's bit of wall.)

According to our Hollywood sources, Tommy-boy whiles away those tedious hours between takes by playing with Nintendo's finest. Obviously he's a Maverick on *Top Gun* (reviewed on page 58), and no doubt he does a few circuits on *Days Of Thunder*. But what else takes Tom's fancy? What could a megastar play on the GB? Er, we don't have a clue.

WIN! Free show tickets!

From 18 March to 12 April, Earls Court will be bustling with bespectacled 30-somethings looking at the latest in dishwashers, sinks and flock wallpaper in the 70th Ideal Home Exhibition.

Meanwhile, the *real* action will be taking place next door, where The Ideal Electronic Games Show will be in full swing!

Alongside Sega and Nintendo, there'll be loads of features, competitions and... well why not go and see for yourself? Entry

to both shows is £7.00 for big people and £4.00 for smallies. But don't worry if you can't afford it – TOTAL, in conjunction with Ideal Home Plus, are giving away 10 pairs of free tickets! Simply write your name and address on the back of a

postcard or sealed envelope, and address 'em thus: **Ideal Games Show Freebie, TOTAL, 30 Monmouth Street, Bath, Avon BA1 2BW.** And get 'em here quick, cos we have to send the tickets out before 18 March. Go, go, go!

Daily Mail



ideal home plus

Nintendo doesn't give you epilepsy



Early in January the tabloid newspapers were full of sensational stories about how Nintendo games could trigger fits in children. But, true to form, the tabloids managed to exaggerate 'the facts' out of all proportion for a dramatic headline. Anybody genuinely concerned about the link between video games and epilepsy was hard pushed to find any useful information among the scare-mongering headlines.

It is true that video games can trigger an epileptic fit, but only in those who already suffer from photosensitive epilepsy – playing video games CANNOT give you

this condition. Epilepsy affects around 300,000 people in the UK, of which around 3% to 5% (less than 15,000 people) suffer from photosensitive epilepsy.

Many doctors, and the British Epilepsy Association, were concerned that the newspapers had misreported this issue. People with this form of epilepsy suffer from fits triggered by flashing light such as strobe lights at discos, sunlight reflecting off water and, in some cases video games on TV. It's most common in children between 6 and 12 and chances of having a fit are increased by sitting close to a TV.

Given that most people tend to sit closer to the TV when playing video games, and that hundreds of thousands of consoles were sold last Christmas, Dr Cliff McKnight of

Loughborough University (an expert on human-computer interaction) said that 'It is not surprising from a statistical point of view that some cases have become apparent.'

So, now that all the fuss in the newspapers has died down, it's clear that only a tiny number of people are affected this way by video games. As a precaution, Nintendo will now put warnings about the risk of triggering fits in epilepsy sufferers inside their game packaging. This warning will point out likely symptoms: altered vision, muscle twitching, mental confusion – and suggest that anyone experiencing these symptoms should consult their doctor. The British Epilepsy Association itself has a hotline for anyone seeking advice on epilepsy, which is 0345 089599.

Competition Winners ● Competition Winners ● Competition W

Disneyworld winner!

We had loads of entries for Interplay's Disneyland compo, but by far the smartest and funniest was the entry from (wait for it, wait for it!) James Miller of

Fife in Scotland. Congratulations Jim. Alison Beasley at Interplay will be in touch soon! (And send us a postcard, or else.)

And the caption says: 'Thank god you've stopped running! I was only going to tell you, you'd dropped yer Game Boy!'



TOTAL Teaser!

We forgot to tell you the results of the last TOTAL Teaser (issue 13). It was, of course Xenon 2 and the winner is Peter Shale of Birmingham, Well spotted!

THE CHARTS



▲ Goin' up ▼ Goin' down
● Goin' nowhere ★ New Entry

NES

- 1 ★ **Excitebike**
Bit of a surprise entry, this one!
TOTAL rating: Not reviewed
- 2 ★ **Dizzy**
Like a whirlpool, it never ends...
TOTAL rating: 90%
- 3 ▲ **Micro Machines**
Ideally suited to little people. Like Chris.
TOTAL rating: 92%
- 4 ★ **Solstice**
Sprawling adventure, massive challenge!
TOTAL rating: 90%
- 5 ▲ **Super Mario Bros 2**
Worst of the three, but up to 5.
TOTAL rating: 79%
- 6 ★ **Home Alone 2**
Macaulay Culkin in all his vile nastiness.
TOTAL rating: Not reviewed
- 7 ▼ **Donkey Kong Classics**
Classics = old and naff.
TOTAL rating: 40%
- 8 ▼ **Kickle Cubicle**
Ever had a kick in the cubicles?
TOTAL rating: 62%
- 9 ★ **Solar Jetman**
As opposed to Lunar Walkman.
TOTAL rating: 92%
- 10 ★ **Mission Impossible**
Well... very hard, at least.
TOTAL rating: 79%

GAME BOY

- 1 ● **Super Mario Land 2**
Looks like Mazza's here to stay.
TOTAL rating: 70%
- 2 ▲ **Home Alone 2**
Yet more vile awfulness from the brat.
TOTAL rating: 57%
- 3 ● **WWF Superstars 2**
Wild 'n' Wacky Funsters? Er... no.
TOTAL rating: 44%
- 4 ★ **Star Wars**
Luke... use your blaster, dummy.
TOTAL rating: 80%
- 5 ▼ **Super Mario Land**
Better than the sequel, but goin' down.
TOTAL rating: 92%
- 6 ★ **Phantom Air Mission**
Green screen phlight sim phun.
TOTAL rating: Not reviewed
- 7 ▼ **Terminator 2**
I swear, I will not last very long.
TOTAL rating: 80%
- 8 ▼ **Bart Vs The Juggernauts**
My money's on the 20-ton truck.
TOTAL rating: 45%
- 9 ★ **Motocross Maniacs**
Mad bikers on, er, the GB.
TOTAL rating: 91%
- 10 ▼ **Golf**
This one's been a fairway!
TOTAL rating: 92%

SNES

- 1 ★ **Super Mario Kart**
Fab-o-brill two-player kart cart.
TOTAL rating: 82%
- 2 ★ **Bart's Nightmare**
SNES gamer's nightmare, too.
TOTAL rating: 53%
- 3 ★ **Axelay**
Stunning but easy-peasy shoot 'em up.
TOTAL rating: 81%
- 4 ▼ **Zelda III**
Check out our player's guide, page 68.
TOTAL rating: 93%
- 5 ★ **Spider-Man & The X-Men**
Not-very-superheroic, sadly.
TOTAL rating: 67%
- 6 ▲ **Pilotwings**
Stevie J's favourite flight sim.
TOTAL rating: 91%
- 7 ★ **Super Ghouls And Ghosts**
Superb platformer, rotten slow-down.
TOTAL rating: 87%
- 8 ▼ **Super WWF Wrestlemania**
Surprisingly playable wrestling sim.
TOTAL rating: 81%
- 9 ▼ **Super Mario World**
Lovely, scrumbly bestest platform game.
TOTAL rating: 98%
- 10 ▼ **Super Soccer**
Ah, no mention of Liverpool, then. Heh!
TOTAL rating: 80%

Charts produced by Gallup in association with Penguin. © 1992 ELSPA.

THE INDIE CHARTS

Game Boy

- 1 **Super Mario Land 2**
TOTAL rating: 70%
- 2 **T2 - The Arcade Game**
TOTAL rating: 71%
- 3 **WWF2**
TOTAL rating: 44%
- 4 **Tiny Toons**
TOTAL rating: 89%
- 5 **Batman Returns**
TOTAL rating: 48%
- 6 **Alien 3**
Not reviewed
- 7 **Looney Toons**
TOTAL rating: 80%
- 8 **Super Hunchback**
TOTAL rating: 90%
- 9 **Best Of The Best**
Not reviewed
- 10 **Super Mario Land**
TOTAL rating: 94%

Super NES

- 1 **The Magical Quest**
TOTAL rating: 81%
- 2 **Super Mario Kart**
TOTAL rating: 82%
- 3 **Out Of This World**
TOTAL rating: 74%
- 4 **Prince Of Persia**
TOTAL rating: 84%
- 5 **Wing Commander**
TOTAL rating: 89%
- 6 **NHLPA Ice Hockey**
TOTAL rating: 91%
- 7 **Street Fighter 2**
TOTAL rating: 94%
- 8 **Spider-Man/X-Men**
TOTAL rating: 67%
- 9 **NCAA Basketball**
Not reviewed
- 10 **Hook**
TOTAL rating: 64%



Magical Quest - don't take the Mickey!



SML2 may be top, but SML1's better.

Top Ten

We knew you lot had a burning desire to see the German all-format charts. So here they are.

1 Zelda III - Link To The Past



2 Super Mario Kart

Super NES

3 WWF2

Game Boy

4 Lemmings

Super NES

5 Super Probotector

Super NES

6 Street Fighter 2

Super NES

7 Probotector 2

NES

8 Bucky O'Hare

NES

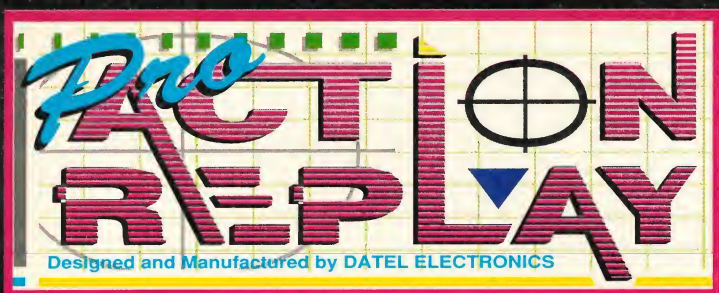
9 Spy Vs Spy

Game Boy

10 Spanky's Quest

Game Boy

Thanks to Whizz Kid for compiling these Indie Charts



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The TOTAL! Gameplayer

Five courageous gamers, in full battle dress, met for the first time in a cramped room on a dark January day. It was a tense showdown, and we had the sedatives ready as the five gamers donned poker faces and prepared to face the challenges we had in store for them...

Many moons ago, as a new breed of Nintendo magazine rolled off the press, an ancient prophet predicted that a great battle would take place. (That prophet was quickly made editor of the magazine and lost much of his hair.)

So it came to pass that in the first issue there were indeed the glowing embers of war. Readers of the publication took up arms and Steve, the people's prophet, cobbled a championship together to please the powers that be.

Anyway, let's drop the biblical guff and get down to the nitty-gritty. Basically, in issue 1 we arranged the TOTAL 1992 Gameplayer Championship to find out who was TOTAL's best gamer. We got you to organise your own local heats and then send us the results. We were

flooded with entries – um, mainly cos Andy tried to flush a sackload of 'em down the bog, successfully flooding the office. Luckily, most of them were still readable, and we contacted the regional winners. These chaps and chapesses then had to write in with their high scores on Tetris or Super Mario Bros, plus high scores on three other games.

After several visits to a local psychiatric hospital, eight winners were picked – four from the NES category and four from Game Boy. (Then the penny dropped. It was no longer 1992! Oops!) Three of our finalists didn't survive the journey to our offices in Bath and were never heard from again. But who got their mitts on the two Super Nintendos we had up for grabs? Read on...

Why wasn't I included?
I'm fab, me!



Many thanks to our chums at Konami who stumped up oodles of games as prizes.

NAME

Gary Kinzler



AGE: 21

FROM: Essex

FAVE GAME: SMB3

EXTRAS: Gary is a bingo caller and in his spare time occasionally acts as a stunt double for Radio 1 DJ, Simon Bates.

NAME

Stephen Harris



AGE: 18

FROM: Kent

FAVE GAME: SF2

EXTRAS: Steve takes time out from gaming to be a top military advisor.

NAME

Jonathan Carter



AGE: 16

FROM: London

FAVE GAME: SMB3

EXTRAS: He had a lucky escape when he fell into the ring at a Tyson match.

NAME

Asif Johar



AGE: 14

FROM: London

FAVE GAME: SML2

EXTRAS: Asif has already set himself up as an international art dealer.

NAME

Gary Chappell



AGE: 16

FROM: Essex

FAVE GAME: Tennis

EXTRAS: Has links with the Mafia but refused to talk further on the matter.

Championship 1992

At last! The final of the longest ever championship!

GB Finalists

With only two contenders in this category we whisked straight to the final play off. (Who knows what happened to the other two who didn't turn up, but hey, they passed up the chance to win a Super Nintendo and eat some really terrific sandwiches. Fools!)

Gary C. and Asif didn't know what was in store for them, and when they did their facial expressions didn't change much. They were plonked down in front of the fabulous Jimmy Connors Tennis (you can win yourself a copy of this brill cart on page 25). None of the finalists had seen the game before (luckily), so it was a match of skill against skill – in a head-to-head sort of way.

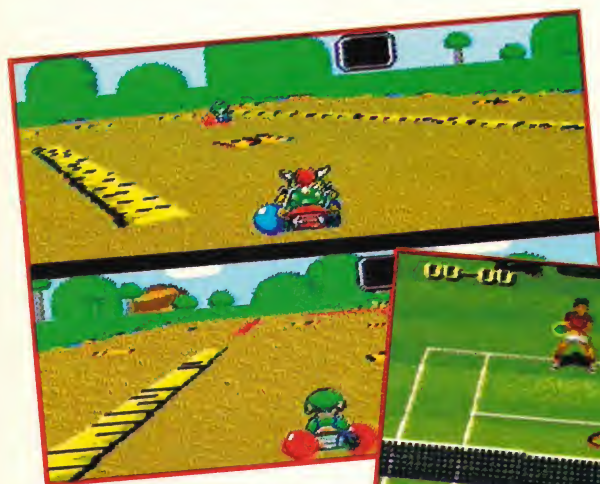
Gary was very quick to pick up the intricacies of the game, making use of some lurvely curve balls and excellent net play. Asif put up a strong fight, but Gary – a Game Boy Tennis fan – maintained his advantage all the way through the match. The best of three sets was eventually won by Gary, who, with his Super NES prize in the bag and a smug grin across his mush, went back to playing Street Fighter 2.

So, with their matches over, we left the Game Boy finalists to scoff more delicious sandwiches and swap stories from the world of high finance. (Only kidding!)

Turning our attention to the NES finalists, we had a git of a challenge in store for them... (Cue evil laugh and exit stage right.)



Of course, the toughest contest was who would be the first to break into a nervous smile under pressure. These dudes were ICE!



The balloon game in Super Mario Kart is a head-to-head test of nerves and was what we used to find TOTAL's Grand Champ. Would Gary win it?



These guys will remember this game for the rest of their lives. Neither had seen it before but both of them rose to the challenge with ease.



Asif was concentrating so hard he forgot to breathe. Luckily, the team noticed and told him.



Here's Gazzer C. doing his thang in jeans.

The TOTAL! Gameplayer

NES

Finalists

These three didn't have such an easy time as the GB pair. We had to whittle them down to two, and the best way of doing that was to hold a Super Smash TV mega-death sesh.

The three guys – Gazza K., Stevie H. and, er, Jono Carter – each had three minutes on the hard level of Super Smash TV to destroy, destroy, DESTROY! Oh, and get the highest score they could. Great fun, eh?

Anyone who went in for the Future Entertainment Show Gameplaying

Championship will be familiar with this challenge and will be frantically nodding their heads when we say how tough it is.

Anyway, they all went in with guns blazing and all got scores around the 30,000 mark (gasp!). But we had to lose one and

lose one we did. Gary K. was just pipped by the other two, so he was banished for a while to go and play Super Mario Kart with the Game Boy chappies.

Yet more sandwiches were eaten while Chris attempted to give an explanation of *how to play Jimmy Connors Tennis*. It confused the heck out of us – well, the way *he* explained it, anyway – but Stephen H. and Jonathan C. looked like they had a vague idea of what he was talking about and launched themselves into an awesome battle of volleys, smashes, and other hitting balls about-type stuff with technical terms.

J.C. took an early lead in the first set before Steve found his feet, then his hands, then an absolute killer of a return. This return swept old J.C. away and we had ourselves another Super Nintendo winner... A big hand for... Mr Stephen Harris! Yaaay!

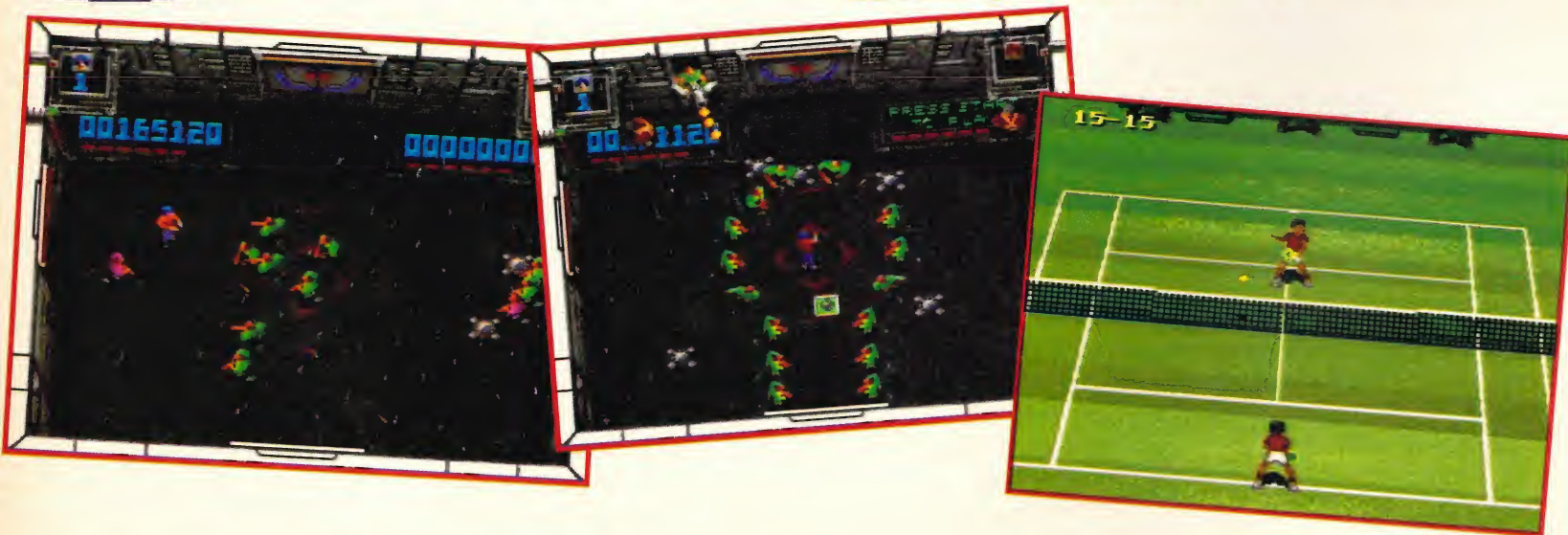
But before the two SNES winners could grab their prizes and head for the door, we thought we'd set 'em against each other...

And they're off!



About halfway through the second set, Jim eventually realised it was a tennis game and stopped shouting GOAL! Thank you, Jim.

Good luck
– yoooo'll
need it!



Championship 1992

'Ere, Steve. We better not be doing this again in a hurry!



Just for the hell of it!

Thank God that's all over!



... Yes, we thought we'd have one last play off before they all went home, just to find out who was the bestest of the best.

Stephen Harris, our NES champion, and Gary Chappell, GB champion, took their places for the final challenges of the day.

First up was a bash at good old Jimmy Connors Tennis again. And what a match it was! The rallies were getting soooooo long

and it was getting harder and harder to keep our eyes open. Gary's killer return finally, um, returned, and he whipped the match from under Steve's feet.

Round Two, and SF2. This time Mr Harris, it has to be said, wiped the floor with Mr Chappell. At this point, we would have liked to offer more sarnies around – but there were only the really yucky tuna and cucumber ones left.

For the last challenge we went to Super Mario Kart. This was Gary's chance to pop Steve's bubble... but he didn't. This left Steve as the TOTAL Champ Of Champs. Well done, er, Stezza!



What a fun day they had – they even went Karting.

The final Jimmy Connors play off. Despite Chris's lousy explanation of how to play the game, they coped okay.



And what championship would be complete without SF2?

No, no, no! never again!



And there endeth the great TOTAL Gameplayer Championship of 1992 (erm, dash '93). No one went away empty-handed – they all got a Konami game for their Game Boy or NES. We'd just like to shout Konami once again to thank them for donating the prizes... Thanks!

If you want to enter the next championship – don't hold your breath – there ain't gonna be one for quite a while yet!




Heeeerre they are: Gary Chappell and Stephen Harris. No, lads, calm down please.



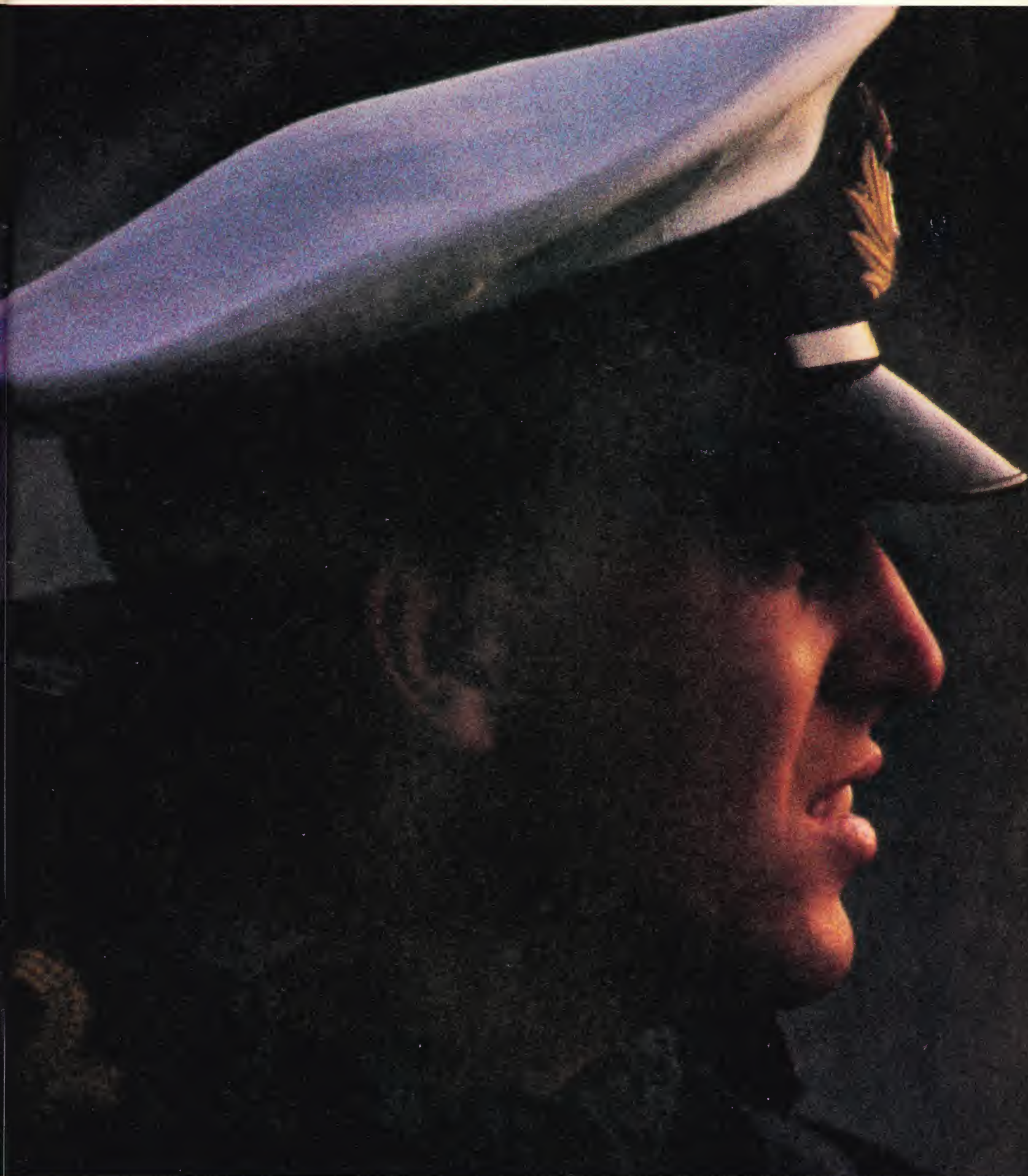
The TOTAL team just managed to remain upright for the final group photo before collapsinbg in a crumpled heap...



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Take a sneak peek at some of the games coming out for your Nintendo in the near future. And look out for full reviews in TOTAL as soon as they're released.

BUBSY

For SNES From Accolade
When Spring



In the middle of a desert, Bubsy takes on a shark. Who the hell thinks this stuff up?



'Hey, nice beaver,' thinks Bubsy as he explores another groovy level.



On a hidden bonus level, Bubsy rides on a watery rollercoaster, grabbing wool. Hmm.



Forget Sonic and move over, Mario – the new video game megastar is Bubsy The Bobcat. The game is a platformer, but don't expect a dull old trudge from left to right – Bubsy's one of the best-animated characters we've seen and the levels have equal doses of

Sonic's speed and Mario's gameplay. Bubsy has to take on the Woolies – an alien race who want to steal Earth's wool – and he does so on lots of incredibly pretty levels (trains, rollercoasters, forests, etc.). We've tried it and reckon this fab game's going to be huge!

CYBERNATOR

For SNES From Konami When May/June



The graphics for this game look well up to Konami's usual standards (Axelay, Super Probotector) and the gameplay's pretty impressive too. You play a soldier in a giant



assault suit who has to repel an alien invasion. There are straight platform blasting levels and some tricky shoot 'em up bits to break up the action. Looks good.

BUBSY – A STAR IN THE MAKING

Wanna know what goes into designing and making a game? Well, here's the lowdown on Bubsy...

Bubsy's development began on 6 December 1991, when the 11-man team set about designing a cartoon-style game platform game. With the success of characters like Sonic and Mario, it was decided that Bubsy should also be a comic hero with a personality.

As Bubsy's character took shape (losing green trainers and a skateboard along the way) the rest of the story fell into place. Bubsy hoarded wool and his enemies would be aliens who wanted to steal it – The Woolies and their leaders, Poly and Esther, The Twin Queens Of Rayon. As

Bubsy was meant to be a cartoon hero, a lot of time was spent giving him different expressions – over 40 of them. As a result, he's one of the best-animated video game characters ever – he runs, jumps, skids, falls, glides and dies in more ways than any other hero.

Once designer Mike Berlyn had designed Bubsy on paper, six of the team worked on turning him into a video game hero and creating a game world full of Woolies.

When the design team had finished their rough drafts of the levels, five artists drew them in an art program called D-Paint. Each level was

put together like a jigsaw puzzle – the artists would draw a part of the level onto a 'tile', and then fit these together to make a whole level. The tiles and levels were then turned into SNES code.

Music and sound were developed by one man, Matt Berardo, with the tunes composed on a Roland MT-32 synth. Sound effects were sourced from a massive CD library called Sound Ideas, with thousands of samples regularly used in cartoons and films.

The sounds, graphics and levels were then put together. It was then that Bubsy's controls were programmed and a running version of the game created. Intensive playtesting is the final part of the process, when the game is tweaked in response to suggestions from selected players. So there you have it – or you will do when Bubsy is released later this year.



Bubsy on the drawing board and Bubsy in the flesh – well, in the pixels, if you're going to be really pedantic.



How many people does it take to make a game? Well, here's just a few of the people involved in the development of Bubsy. Yes, we know they're a rum-looking bunch (especially the ones with the beards) but who cares what they look like when they turn out a classy cart like this?

FORMULA ONE SENSATION

For NES From Konami When Summer



Every video game system has Formula One race games – and most of them are in the 'view-from-behind-the-car', 'race-around-the-real-Grand-Prix-circuits' style. There are



already a couple of these on the NES but Formula One Sensation looks like it's going to beat them all. The car has great controls, the graphics are very fast and the whole



driving experience just feels right. It's very slickly presented and has a load of options to choose from to alter your car's set-up. We can't wait to review it.

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B.O.B.

For SNES From Electronic Arts When Summer



B.O.B.'s a platform arcade game with a hero who's called BOB – imaginative, huh? BOB's exploring a massive alien base and can



twist and turns his robot bod in a load of weird ways. Platform fans and mappers alike should see TOTAL's review soon.

SUPER TINY TOONS

For SNES When March/April
From Konami



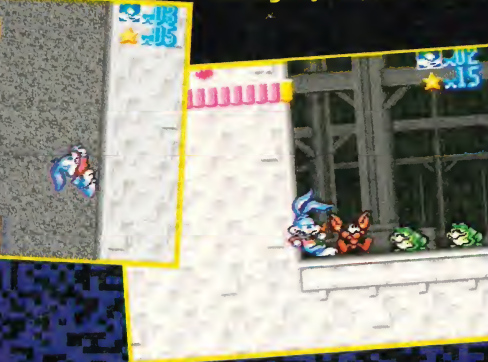
Um, not a clue as to what's going on here, I'm afraid. We think it may be a bonus game involving Taz.



Aah, we love Tiny Toons, especially the theme tune – we've made up a song about Andy to the tune of it, but it's a bit rude to repeat in polite company. Tiny Toons on the SNES has the tune, the Toons and more. It's the same



Ooyeah! Buster (the baby Bugs Bunny) can slide under low platforms with his very useful, if very painful, tummy slide. Looks like agony, if you ask us.



mix of platforms and baddies as NES Tiny Toons, but who's complaining – that was one of the best platformers for ages. The game looks funny, fast and might even make Steve chuckle, if we're lucky. Review soon (ish).

MAGIC SWORD

For SNES When Soon
From Capcom

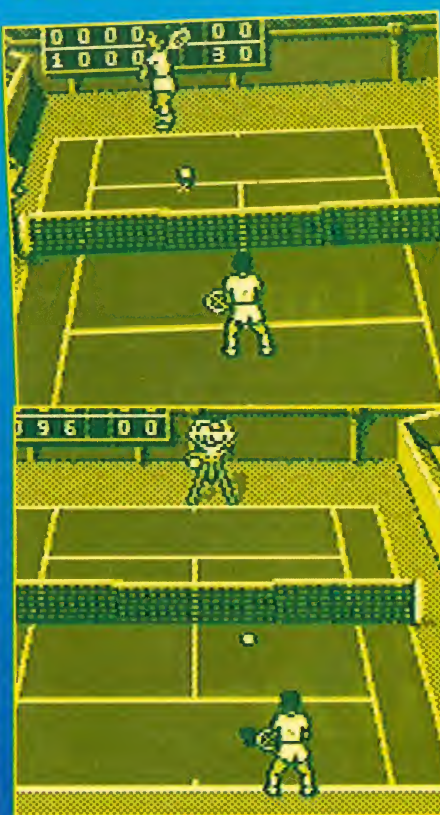


This left-to-right scrolling platform shooter looks similar to old arcader Black Tiger, and plays a bit like Castlevania.



JIMMY CONNORS TENNIS

For Game Boy When April
When Ubi Soft/Blue Byte



Jimmy's already made a stormer of a debut on the SNES (see page 34) and looks set to repeat his success on the 'Boy. Just as on the SNES, Jimmy's got some stiff competition, but we're sure he can handle it. We'll find out in April.



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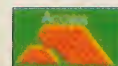
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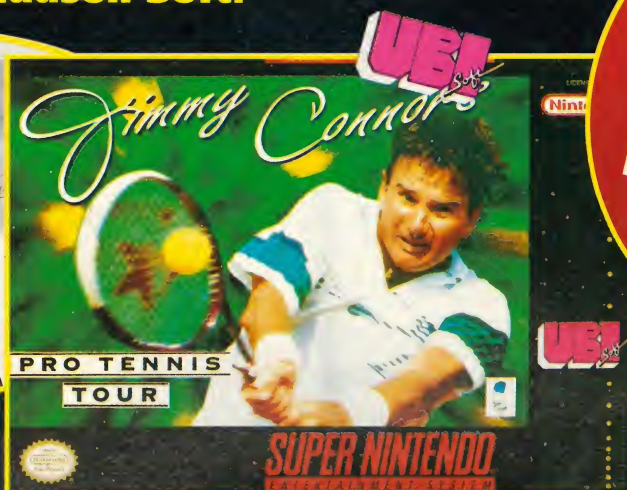
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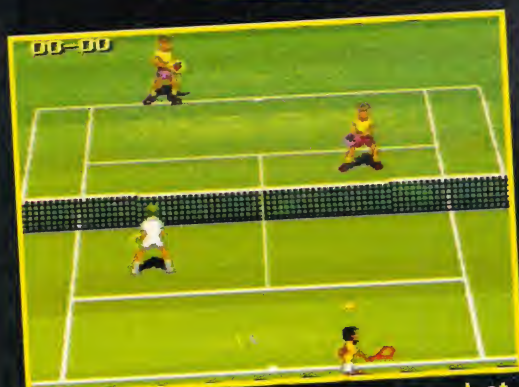
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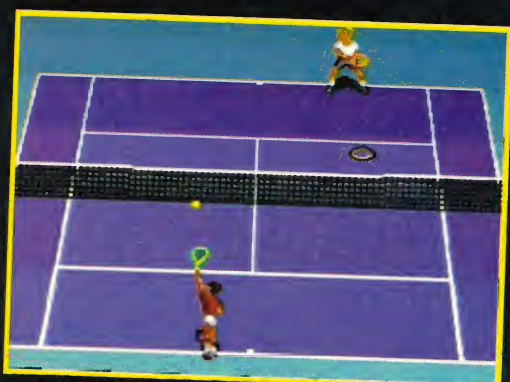


TEN
Copies of Jimmy
Connors Tennis
and ten Four-
player adaptors
TO BE WON!

Jimmy Connors Tennis is the hot new four-player tennis game for the SNES. Check out the full review on page 34



The TOTAL team enjoy a four-player sesh at Jimmy Connors. And so can you if you win!



And here's another lovely picture of Jimmy Connors Tennis in action. Isn't it, er, lovely?

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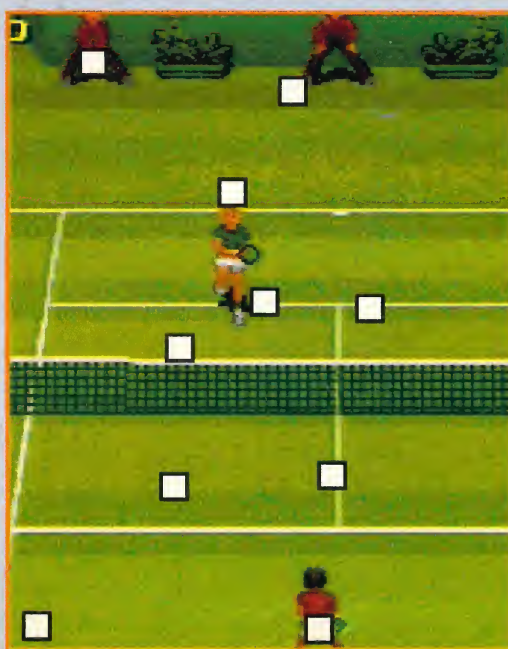
No kicking, biting or gouging. All bribes over £1 million considered. The Editor's decision is final so if Steve takes a dislike to you, you can forget it. And none of our relatives can enter. Sorry about that, Mum.

Jimmy C's the bee's knees!

Not only is JC Tennis one of the best sports simulations available for the Super Nintendo but it's the first SNES game to use Hudson Soft's Four-Player Adaptor. And you can win both, just by putting a cross in the box where you think the ball is in

our pic. (Although the game's out soon, the adaptor won't be released till September. So, if you're one of our winners you'll get the game immediately but you'll have to wait a few months for your adaptor. But, believe us, it'll be worth the wait!)

Put a cross in **ONE** of the boxes



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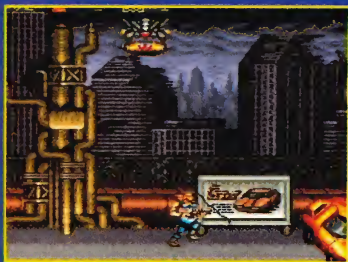
LETTERS!

Stevie's Shorts

The place where you can be blunt AND to the point!

Dear TOTAL,
I recently bought Probotector for my Game Boy and think it's brill. But looking closely at your screenshots, your main hero is a Rambo bloke and mine is a robot. My lives are displayed as robots and yours are in medals. Have I got the wrong version?

Mark Luscombe, Plymouth
No, we reviewed the Japanese/American version which is called Operation C. The game is identical apart from the main sprites which are Rambo-type figures instead of the exoskeleton robot warriors. The same thing also goes for the Super NES version, as you can see below. **STEVE**



Compare and contrast... The pic above is of Contra 3, starring Mr Meat-head, and below is Super Probotector, featuring Tin Blokey.



Letters. Hmm... I'm only guessing, right, but could this possibly be the part of the mag where we print the letters you send to us and try to answer your questions? No, that doesn't sound right...

Bored Laura

Dear Steve,
Hi! My name's Laura and I am bored, so I thought I'd write to you and wibble on for a bit.

I have loads of questions:

- 1** Will an American NES Advantage work on my UK Nintendo?
- 2** Why have you no female reviewers?
- 3** Why didn't you review Ranma 1/2 for the Super NES? I was

looking forward to a full-blown review, not just 1/3 of a page.

4 I am a big fan of Japanimation, as featured in Super Play (which you'll know about, I'm sure!). I like cutsey-wooly little Japanese characters and I

think it would be nice to include every

two issues or so some information from Japan. A bigger letters

page would also be nice. I think TOTAL Recall is a good idea, but the info could be expanded on each game.

I am really glad a Nintendo mag came out and I am glad you have

done so successfully. You try not to be sexist and you don't use words like 'spazmo' or 'lamebrain' or anything else relating to a disability. (My brother has a language disability and I do think it is unfair that everyone uses these words.) I am a really big fan of TOTAL and I have the complete collection so far. Cheers for a good mag and have a happy 1993.

Laura Watton (13), Halesowen, West Midlands

Dear Laura,

1 Yes - unlike the consoles, joysticks don't really differ between countries.

2 When we advertised for reviewers, we didn't get any

Prize Letter
WRITE ON!
This dudes won some fab STUFF!



WIN! WIN! WIN! WIN!

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Write to TOTAL and win some Philips 'Moving Sound' goodies!

Our chums at Philips have kindly stumped up some brilliant prizes for all the

letters we print each month. The sender of our star letter gets a superb Philips personal stereo, a Moving Sound T-shirt, duffel bag and personal stereo holder! All the other letters which get printed in full receive a T-shirt, duffel bag and personal stereo holder. So what are you waiting for - get writing!

WIN! WIN! WIN! WIN!

jackpot. The NES reviews in issue 13 were just what the doctor ordered, i.e. 29 short-and-sweet updates plus five normal reviews – EXCELLENT! I was beginning to think that the SNES had stolen the TOTAL that the NES and Game Boy created.

Anyway, I would like you to keep the six-to-a-page format for an oldie section, i.e. show picture, price, rating plus one paragraph description for older games that may be cheaper or which you can get second-hand. I remember a letter in an early TOTAL asking for an older review section – well, now you have a format for it. I appreciate there are less NES games on release so giving details on pre-TOTAL releases is a must, even if the game is deleted. Now, after the backlash, here are some sticky questions:

1 How can you say in TOTAL that another mag, i.e.

GamesMaster, is going to be better than TOTAL?

2 Why don't you tell the other readers that you advertise your other mags in TOTAL, instead of leading them to believe that they are made by other publishers?

3 What is the best joystick for

Elite? In your mail order section can you please tell the advertisers that there is another machine as well as Super NES and Game Boy.

4 And lastly, how could you get the information on the release of the SNES so wrong? You said it would be released with a five-game pack in issue 2 or 3, but it only came out with SMB4, followed by SF2. Why the duff information?

Richard Preugschat, Bristol

1 When did we say that GamesMaster would be better than TOTAL? We said it would be very good – and it is, too.

2 Why would we advertise mags NOT made by Future

Publishing? Besides, every ad for Super Play or GamesMaster has a Future Publishing logo on it.

3 Any stick or joystick that lets you get at the START and SELECT buttons easily, cos you use them a lot would be suitable for Elite. Chris (TOTAL's resident Elite-meister) recommends Cheetah's Bollistik.

4 There were a lot of rumours flying around before the SNES finally appeared, but that information was given to us by, of all people, the Nintendo hotline. I suppose it was a bit optimistic to think they might know what was going on...

STEVE

TOTAL versus NMS

Dear TOTAL,

I used to be a sad person and buy Mean Machines. Recently I have been investing my money in your magazine. When Mean Machines split up my friend bought me a copy and showed me it. I looked at the way they review their games compared to the way TOTAL review their games. Unfortunately, I feel NMS has the edge over you (sorry!) but if you change the way you review your games you may overtake them in my view. My ideas for reviewing your games would be:

1 Tell the reader what each control pad does.

2 Give a graph of lastability (a line graph with hour, week,

month and year).

3 Tell them if it is a platform, action, sport game, etc.

4 Maybe have in your mag a page for a reader to review a game. People send in reviews and the best one is printed, maybe even given a prize.

Well, I hope you consider my ideas and maybe you can show and leave other magazines behind. Keep up the good work.

Mark Mulvenna, Dumbarton

Dear Mark,

Hold on a sec, it sounds like you want us to use an identical reviewing system to NMS!

1 For starters, does anyone *really* want to know what joystick button does what? That's what instruction manuals are for (and God knows, they're tedious enough already).

2 Reviewing games isn't a precise science – how the hell can you accurately tell how much fun you're going to get from a game in 12 months' time? Waste of space, if you ask me.

3 Oh come on! Don't we do that already? Besides, with pictures slapped all over the page, isn't it just a bit obvious what type of game it is anyway?

4 Sorry, but we did try this a while back and the results were, erm, pretty disastrous. Check out Readers' Recall in issue 8 – that was supposed to be a regular feature, but the response to our plea for readers' own reviews was distinctly underwhelming

STEVE



for Game Boy and SNES too?

D. Day, Harrow

Sigh... Just goes to show, you can't please all the people all of the time. See Richard Preugschat's letter! **STEVE**

Dear TOTAL,

I have heard rumours that NES games will stop being made in 1995. Is this true?

Gavin Dunne, Cork

Firstly, I'd love to know where you lot hear these rumours! Secondly, I haven't a clue. To be honest, I doubt if the NES will be a major player in the video game market by then. It's already dying out in the US, and the Super NES isn't helping sales over here either. Guess we'll just have to wait and see. **STEVE**

Dear Andy and Steve,

I am one of your many fans. I am writing to say I think both of you are really ace. I am also writing to say that your magazine is fab. I also think you've got really wicked faces.

Kirri Bradley (9), West Yorkshire

Erm... thanks, I think. **STEVE**

Dear TOTAL,

Your mag is brill and could you answer these simple questions:

Did some of you used to work on Commodore Format? Who is the best games player on the TOTAL team? Is there going to be a WWF2 on the Super NES?

Tristan Coles, Cambridge

Yeah, I used to be the Editor of Commodore Format and Andy was the games reviewer. We're all good at different games: I'm best on shoot 'em ups, Chris is good at sport sims, James is our platform game pro and Andy likes puzzlers. We've just found out that WWF2 is already in production! **STEVE**

Dear TOTAL,

I have a few questions for you. Have you heard of the Nintendo Power Glove, made by Mattel? What games can be played on it? I am going to America this year. Will an American Power Glove work on my English NES?

Colin Adams, Hastings

Nintendo's Power Glove was like the first attempt at Virtual Reality, in that by moving the glove past sensors on the TV you could control your character without a joystick. However, it failed to set the gaming world on fire – that's why it's not available any more. The US one will work (I think), but I'd advise you to save your cash! **STEVE**

Dear Steve/TOTAL,

In reply to Taliesin Sellery's letter on rechargeable batteries (*last issue*): there are two reasons why Nintendo say not to use them on a Game Boy.

1) Rechargeable batteries fluctuate a lot and do not give a smooth discharge curve. This can damage the electronics. 2) Under EC law the Game Boy is classed as a toy because it can be sold to under-14s. A child could therefore put rechargeables in the wrong way round, and they could then explode.

Daniel Tyler, Margate, Kent

Ah. Right, you have been warned! (I'm still using them, though!) **STEVE**

Write to us!

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portable stereo? Got a
burning desire to get your

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This has been yet
another 'On-Time'
production (we think)

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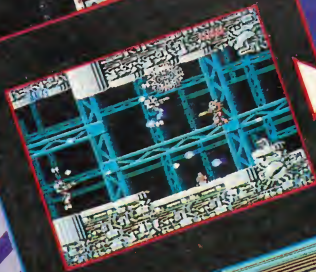
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"A very fine shoot 'em up. One of the best I've seen on the NES" **Game Zone.**



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THE MOST PLAYABLE GAMES EVER?
MEGA DRIVE: MICRO MACHINES
AND SNES: SUPER STAR WARS

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Included with issue two you'll find an immensely pleasant and very high quality 3D feature. There's a poster, complete with several 3D images, and, of course, the glasses to go with them. These glasses also tie in neatly with a forthcoming 3D feature to appear on the GamesMaster TV programme, thus cementing the already strong link between the popular show and the magazine.

It's crazy, it really is. Just look at how much has been crammed into this already over-large magazine. All the news from the entire industry, as well as the best in reviews, previews and of course numerous appearances by that self-styled wizard of the code, the GamesMaster. There's so much going on, it'll make your nose bleed.

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GAMESMASTER



SUPER STAR WARS

For **SNES (1 player)**

From **JVC/LucasArts**

Price **£50**

And now, for your delectation and delight, Stevie J will produce a review of Super Star Wars using only the legendary Jedi power of The Force!

Nnngh!

Sorry, it's no good. I'm going to have to resort to using my fingers.

Anyway, with NES and Game Boy versions already available, and this being a game based on one of the biggest movies of all time, Super Star Wars

doesn't really need much of an introduction.

As you'd expect, the game stars all your favourite Star Wars characters (plus a few from The Empire Strikes Back and Return Of The Jedi) – either as the chap you control or in one of the superb in-between screens. In fact, it's a bit like 'Star Wars – The Special Edition', with scenes which could have been cut from the original movie.

As long as you've seen the film at some time, you'll easily follow the plot. It's the old, old story of boy meets droids; boy and droids meet

STARS
Unbelievable visuals and music. An excellent licence of the film – if you're a fan, you'll love it



Han Solo takes on the Empire's finest, who seem to have picked up the Ford Cortina of Star Destroyers from the car pool today.



The Stormtroopers take a TIE fighter for a burn up inside the Death Star and just avoid running over Han in the hangar.



Deeper in the Death Star, Han races to rescue Princess Leia from her cell. Dunno why, she's such an ungrateful so-and-so.

TOTAL! TEK-SPEX

Game	Star Wars
Levels	14
Difficulty	3 levels
Continues	3
Release date	March



The purple worm of Tatooine has learnt, after years of practice, to duck when Luke fires his blaster. Aah, the wonders of nature.



After a few brews at the Cantina, things get nasty when Chewbacca makes a bad-taste joke about polo neck sweaters.

STAR WARS



old bloke; old bloke gives boy light sabre; boy, droids and old bloke meet smugglers; boy, droids, old bloke and smugglers rescue princess; boy, droids, old bloke, smugglers and princess take on the might of the Empire. And win. You've probably heard it a million times before...

At the heart of Super Star Wars is a platform shoot 'em up. There's lots of bells and whistles plus the odd Mode 7 shooty bit, but basically it's platforms, jumping, and killing. It looks gorgeous and sounds wonderful, but the gameplay's not really up to the standard of the aural and visuals.

For starters, some of the platformy levels are way too long. You just get the same stuff repeated over

and over – which tends to get a bit dull – and the restart points could be nicer. But my main concern is that, having battled through the Sarlacc Pit Monster, Jawenko, Tusken Raiders, Imperial Defense Droids, Jawas, and an entire garrison of Storm Troopers, the last two sections – flying across the Death Star and the final trench-whizzing sequence – aren't quite as mind-blowing as the static pictures would lead you to think. Ho-hum.

Super Star Wars is not the all-time classic some people would have you believe, but it's a very fine platform game with the most spectacular sound and graphics. If LucasArts can get their act together for The Empire Strikes back, we could be in for a real stormer! **STEVE**

DEATHS
Not incredibly original – it's still only a platform game, after all, even with the whizzy bits



In the final sections of the game Luke has to fly over the Death Star and destroy a set number of towers and fighters before...



... He can make it into the trench and the Death Star's one weak point – some badly fitted French windows in Darth's lounge.

Oi, Luke, you're not meant to hit the Empire with your light sabre until 'The Empire Strikes Back'. Hasn't he read the script?



'Look you. Don't shoot me cos I'm really Darth Vader's son. I am. May I be struck down with lightning if I'm lying... Oh!'

SUPER STAR WARS

Looks



■ Generally gorgeous, but let down by a few naff bosses and some lame animation

Sounds



■ Long stretches of the movie soundtrack are squeezed on the cart. Simply awesome

Gameplay



■ Just jumpin' and swipin', but plenty of it, and the shooty sections break it up

Life span



■ You'll certainly stick with it until the Death Star is dust. Try it on 'Jedi' level!

A real treat for the eyes and ears, and one of the best movie tie-ins I've seen. If the gameplay had been more varied, it would have been a classic!

Final rating
87
Percent

SNES

Get a life, Luke!

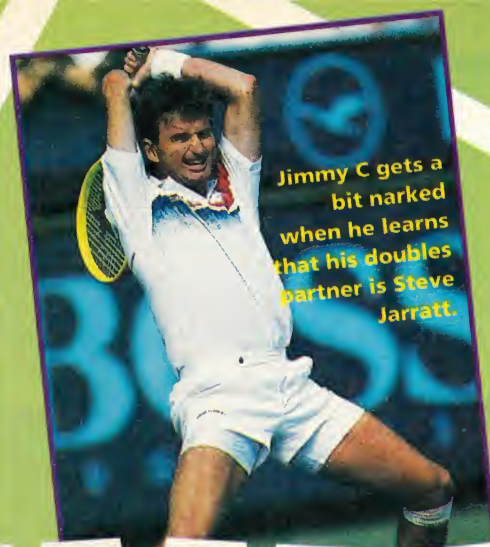
If you're low on lives in the Land Of The Sandpeople, try this...



Fight your way through the level until you get to the third bridge and then drop down off the edge. Push left on the joypad as you fall...



... And you'll land on a platform. Go left to a cave and shoot at the ceiling here to make a load of extra lives appear. You can repeat this as much as you like.



JIMMY

Court in the act...



There are five coaches in JC Tennis who teach net play and serving and give general tuition to beginners, interme-



diately players and pros. It's a nice little feature and useful when you're new to the game and learning the controls.

For SNES (1-4 players) From Ubisoft/Blue Byte Price £50

One of the first, and one of the greatest, SNES games to appear was Super Tennis. When Andy reviewed it way back in issue 4 he was blown away by its stupendous gameplay, and everybody else loved the game too. In fact, Super Tennis is so fab that I thought anyone else would have to be completely off

their rockers to make another tennis game for the Super NES. That was until I took a look at Jimmy Connors Tennis...

So just what has this game got for it to be compared with the god-like Super Tennis? Well, all the shots that you could want in a tennis game are here in Jimmy Connors. Using the six joypad

buttons you can play lobs, drop-shots, volleys, smashes, ground strokes and slices, and you can also vary the strength and direction of each of those shots. With all six buttons and the direction pad to control you might think Jimmy Connors would be confusing, but you couldn't be more wrong.

Although the game has five different built-in tennis coaches who introduce you to the controls and the different strokes you can use, this is only of any use to complete beginners and is no substitute for match practice. The controls are easy to pick up and you'll soon be playing superb strokes like a natural. It's then that you'll begin to realise what an absolutely fab game this is. You always feel in complete control of your player and of your shots, and the game just

ACES
Playable, realistic and easy to learn. Absolutely brilliant with lots of players

DEUCES
If you've already got Super Tennis, it's a lot to pay for two extra players



When serving, you move a small circle about the court to place the ball accurately.



Clay courts in JCT play like the real thing, with a slow-moving ball and a low bounce.



If you get bored with realism you can always choose to play in snowy Antarctica.



Oh dear. Poor old Jim's lost to Bruce Carnaby. (Isn't he a street in London?)



Aah, what can I say. Er, it's a tennis court, with four players... Er, and the game's fab.



You've got the message by now - Jimmy Connors Tennis a brilliant game. So here's a nice pic of that couple from Beverly Hills 90210 instead of yet another tennis court.

CONNORS

PRO TENNIS TOUR

lets you get on with playing a fun, realistic game of tennis. It's great!

For one player there's a full season of tournaments on the world circuit, with the major events like Wimbledon and the US Open as well as a load of minor competitions to enter. Win tournaments, get ranking points and one day, who knows? - you may become world number one. But if you

get tired of the computer opponents, you can play against mates. As well as the usual two-player option (which is completely terrific), you can use a special adaptor and play doubles with FOUR people - the best multi-player game yet on the SNES!

Jimmy Connors Tennis is a superb game, packed with great features. Although it may seem a bit complicated to control at first, it soon becomes

instinctive, and by that time you'll be totally hooked on this amazingly playable game. If you have any plans for the next few months, don't even think about playing this with four players - you won't be able to leave your SNES!

CHRIS

TOTAL!

TOTAL! TEK-SPEX

Game	Jimmy Connors
Levels	28 tournaments
Difficulty	3 levels
Continues	Passwords
Release date	Out now

Jimmy Connors

Super Tennis

VS

Hey, Steve, you haven't even got a tennis racquet, you dummy!

Ah, but just wait and see how I use this golf club, eh, readers?

So which is the best SNES tennis sim? Jim 'n' Chris go for Jimmy, Steve and Andy prefer Super Tennis. What's the difference? Well, the buttons are different but the way you direct a shot is the same. Serving's more complex in Jimmy and it's harder to vary the strength of your shot, but with both games the controls seem baffling at first. They're both great two-player games, but of course Jimmy can add an extra two players.

JIMMY CONNORS
PRO TENNIS TOUR

Looks

■ Realistically animated players, six different courts and it rains 'n' snows too!

Sounds

■ Nice voice for the umpire calling the scores and the ball FX ain't bad either

Gameplay

■ A highly playable sim which is absolutely brill with two or more players

Life span

■ The multi-player options will keep you going indefinitely. Solo play is good, too

Super tennis game that's just soooo playable. It's smashing (groan), it's ace (groan), it's, erm, great volley for money (oh dear, oh dear!)

Final rating
93
Percent



... Put the ball up again, hit it this time, and the screen moves up so that no one can see where it is. (Except Mr Brian Eggplant of Bognor Regis, sat in row 12, seat B.)



David Crane's AMAZING TENNIS

For SNES (1-2 players)

From Absolute Entertainment

Price £45

Amazing Tennis, eh? Well, I have to say (Desmond), that this game takes amazingness to new heights. In fact, some of it is so 'amazing' that it redefines the meaning of the word – changing it into: 'game that's so bad it should be thrown off the pier with a pair of concrete Hush Puppies'.

The main reason for this is the way the action is viewed. Instead of showing the whole court from above, like almost every other tennis game in history, Amazing Tennis went for a totally different viewpoint. A very crap one, but a different one nevertheless. As you can see from the screenshots, you look at the action from one side of the court and at the eye level of the players, with only

a little bit of the court visible at any time. It may look okay, but when you start playing, it stands up, dons a loud Hawaiian shirt and shouts 'Yo, crap game comin' at ya!'

It's difficult to judge distances, which makes planning any shot, let alone having a rally, impossible. If you're at the top of the screen forget it – you can't see a thing. And when you're in a game the screen follows the ball, usually leaving the players off-screen not knowing what they're doing or where to go.

And it gets worse. The players are slow and unresponsive and serving is ludicrously hard, even when you can see what's going on. There's no gameplay to speak of and the two-player game only doubles the misery. Oh, and the 'speech' of the umpire is appalling too – it sounds like the mutant offspring of Sean Connery and a Dalek.

Unless you're a dab hand at making silk purses out of sows' ears you'll be absolutely hopeless at Amazing Tennis. This should come as no surprise, cos Amazing Tennis is absolutely hopeless too. **CHRIS**

BAWLS
Well, you can't see what you're doing, so what's the point in playing the thing? Absolutely awful

BALLS
Well, it looks nice, I suppose. And the bit where the ball hits the TV screen is quite funny – the first time



Look, what else can I say? It's boring. It's dull. It's tedious. Okay? That's it, I've had enough. I just can't take it any more...

AMAZING TENNIS

Looks

■ The Mode 7 court is nice, but the players are spoilt by jerky animation

Sounds

■ The umpire sounds worse than a British Rail announcer. The ball's good, though

Gameplay

■ It's almost impossible to play, as the display means you can't see a thing

Life span

■ None at all. Even you like it (weirdo) you've only got one tournament to play

Ridiculously poor tennis sim that's simply unplayable. Don't be fooled by the graphics – this is a real dodo. Terrible stuff!

Final rating
33 Percent

TOTAL! TEK-SPEX	
Game	Amazing Tennis
Levels	One Tournament
Difficulty	Hard
Continues	None
Release date	Out now

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GAMES WELL WORTH SHELLING OUT FOR

WORDTRIS

etris. A legend in its own battery life. For those of you who don't know what Tetris is let me explain. Tetris is a puzzle game. But it's not just an ordinary puzzle game. No, Tetris is a unique phenomenon – the most fabulously addictive puzzle game ever.

The idea of Tetris is to manoeuvre different shapes as they fall down the screen, and form them into horizontal lines at the bottom, which then disappear. The game gradually gets faster, and if you let the blocks reach the top of the screen you die. It's fun, easy to play and incredibly good fun. Just ask any Game Boy owner.

Why, you may ask, am I wibbling on about Tetris when this is a review of Wordtris? Well, Wordtris is a direct spin-off from Tetris. The gameplay is virtually identical, except that instead of having to fit shapes together, you have to match letters to make words. When you do make a word, the letters disappear, giving you some much-needed breathing space.

There are ten levels to the game and you finish a level by getting a set number of words. Once you reach level J (ten) the

NERDS
You need to put too much thought into it to get anything out of it. Too uneven to be addictive and too hard to be fun

For SNES (1-2 players) From Spectrum Holobyte Price £45

game reaches top speed, at which point you might as well give up hope.

Okay, so what's the verdict? Well, there are some nice stills to pretty up the screens and the sound is very nice, but this is more about gameplay than graphics. Tetris addicts will find it a bit disjointed because you really have to think for a long time before you can be sure of your decision – although you can pause the game and still see the screen, this tends to put you off your rhythm. The alternative is to just bash away and hope you make a word at random – it's surprising how often this works.

No, sadly the gameplay in Wordtris is not the simple, addictive fun of its ancestor. It's challenging, but is ultimately too ponderous.

STEVE

TOTAL!

TOTAL! TEK-SPEX

Game	Wordtris
Levels	Infinite
Difficulty	Very hard
Continues	None
Release date	Out now

WORDS
If you read dictionaries for fun, this is your type of game. If you're bored with Tetris, you might enjoy the additional challenge



It's serious caption time. The magic word here is **ROUND**. Get that and all your other blocks will disappear.



Hey, look at that. I've made the word **MANS** and everyone knows that a man's best friend is a lion. Good, eh?

It's puzzling and very nicely done, but the basic concept isn't exciting enough and it doesn't have the addictive bite to draw you in

Final rating
61
Percent



WORDTRIS

- Looks** [Progress bar]
- The static screens look nice, but there's not much you can do with a game like this
- Sounds** [Progress bar]
- You get a different tune for each level and most of them are rather melodious
- Gameplay** [Progress bar]
- An off-the-wall Tetris, but it's too stoppy-starty to really get into
- Life span** [Progress bar]
- Not addictive enough to make you want to come back for more



Right, come on then, Fido – jump through this flaming hoop and you can appear in a game called Wordtris.



Make the word **POP** here and all the balloons disappear to reveal a silly pair of boxer shorts.



THE **QJ** *TopFighter*

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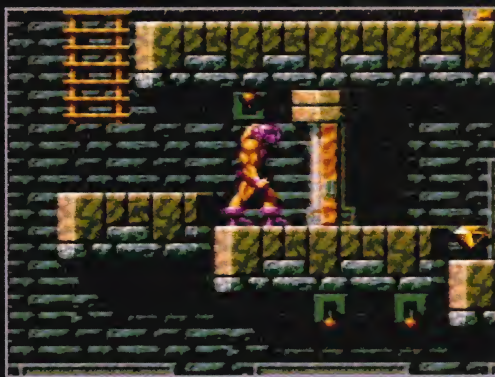
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Pulling switches like that one above your head opens doors, activates/deactivates traps. Most r... in order to work.

For SNE (over)



See that key and treasure chest? Well, if you get the key and walk into the chest it opens and gives you cash. Hey, I want one!

From Mindscape



These thieves can be useful – if you leave them alone they tend to pick up chests and follow you with them until you find a key.

Price £45



This is the first end-of-world boss. To defeat him, just walk under his projectiles and keep hitting him. Then it's on to World 2.

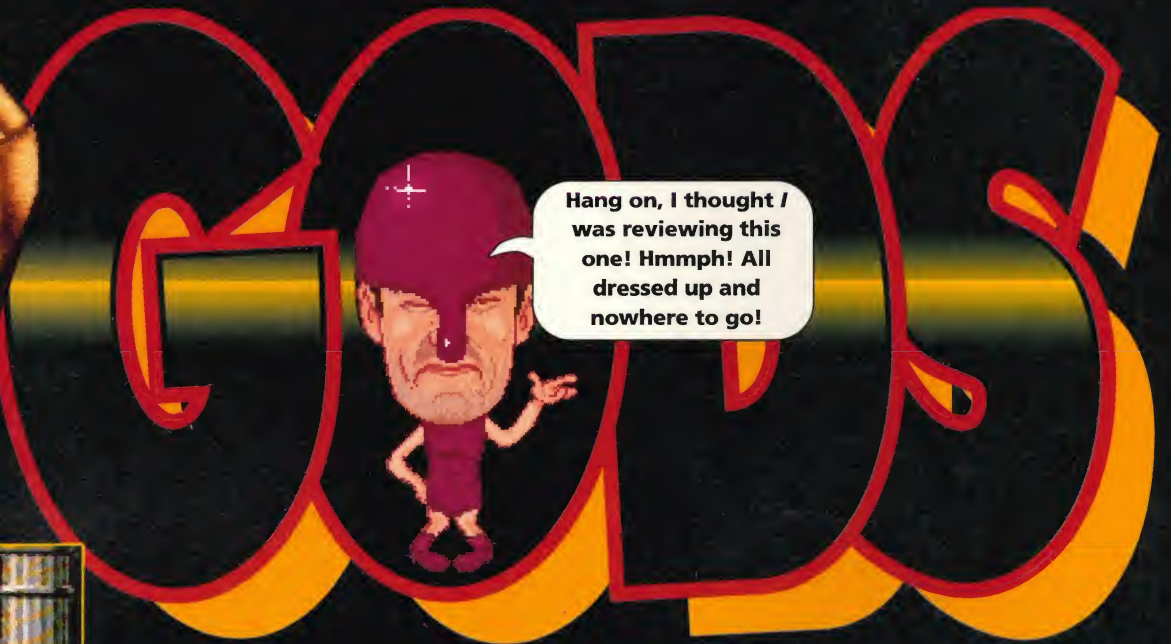
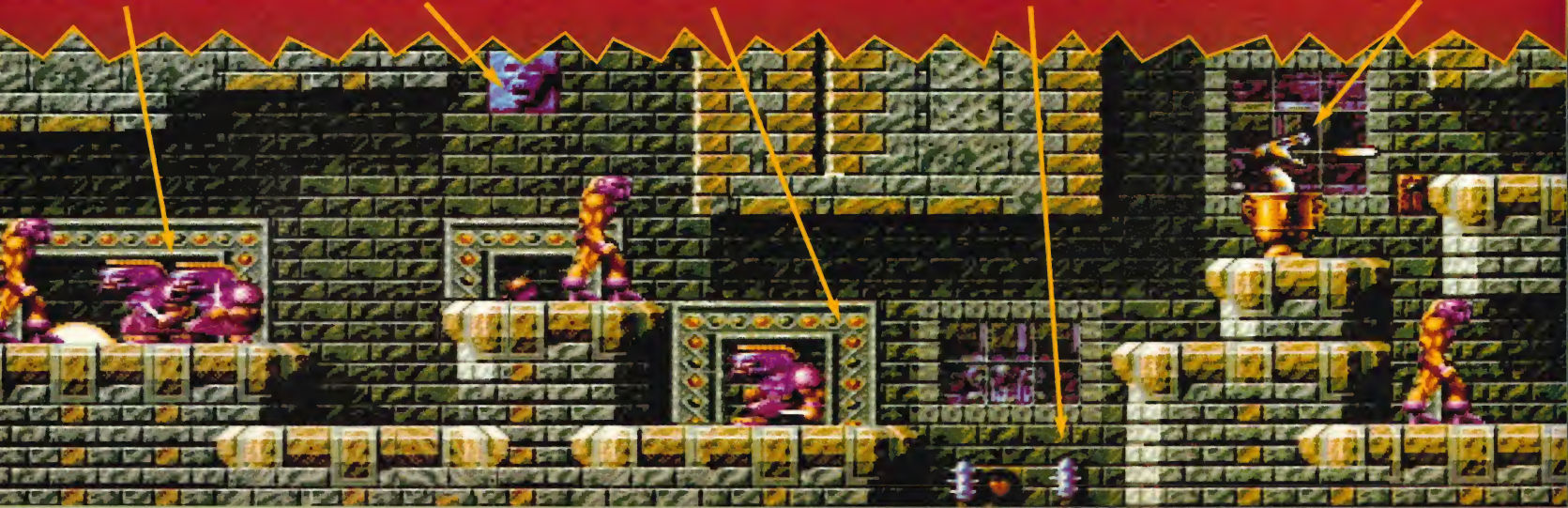
Mind these chaps – they walk into you and sometimes spit fire!

This gargoyle also spits on you. Not brought up very well, these baddies.

A pretty fireplace. Don't worry, it's harmless.

These spiky things hurt if you land on them. Flicking switches sometimes make them go.

Hmm. A spitting snake this time. Filthy bunch on this level, eh?



Hang on, I thought I was reviewing this one! Hmmph! All dressed up and nowhere to go!

Once upon a time there was a bloke called Hercules who had 12 tasks to perform. He wanted to complete all of these tasks cos when he did he would be exonerated of his crimes. Needless to say, the tasks weren't easy. Er, but what's all that got to do with this game?

Well, you play some mortal who's got an overwhelming desire to become immortal. To do this you have to complete various

Herculean tasks. You wander around four levels, split up into worlds, and have to solve lots of puzzles by flipping switches. Some switches can help you in your quest, others bring up nasty traps which impale you. The worlds are all joined together to create one massive world, which means there's plenty of scope for exploring but also means that everything tends to look the same. It's all quite

HEAVENS
A great-looking game, with a mix of action/platform gameplay and fiendish puzzles which is a bit different from the norm



Ah, the noble desert. The scorching hot sun beating down on a sea of golden sand. The sound of a plummeting coyote. And, um...

... A drunken monkey waving a huge cream cake. Hmm.

Don't mess with me - I ride a Harley!

Here, we can observe the desert wildlife in its typical environment.

Road Runner... @\$!%&*... nasty death... *&^%!\$#... buttered scones...



ROAD RUNNER DEATH VALLEY RALLY

For SNES (1 player)

From Sunsoft

Price £45

To Wile E. Coyote (Schemus Stupiditi), a Road Runner (Catchus Impossiblus) is seriously fast food. Yup, old Wile E.'s got an expense account at Acme and he definitely ain't gonna be content with a party bucket from Kentucky Fried Chicken. By his reckoning, if a bird can do 0 - 60 in under

SMILEYS
Fast and tough gameplay with some really tasty graphics as well. Some parts are as funny as the cartoons

four seconds it's gonna taste darn good when he finally catches up with it!

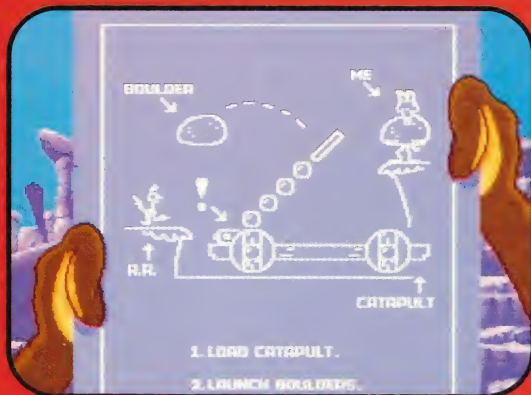
Death Valley Rally, as you might expect, is a platform game with the fast-forward button locked down. But there's more on offer than just pelting from one side of the screen to the other. You've got yer precision

jumping scenario, yer end-of-level guardians scenario, yer I've looked everywhere for that exit scenario, even yer holiday discount voucher scen... Well, maybe not that last one.

Anyway, getting back to the game... In case you hadn't guessed, you play the bird. You have to run hither and thither, avoiding Wile E. Coyote, picking up points and running the odd flag up its pole. There are loads of little prizes for you to gather

Stone the crows! Rock 'n' rolling with ACME...

Wile E.'s schemes are getting boulder (oh dear!) His attempts to pebble-dash Road Runner are enough to give anyone the bird...



Okay, here's the plan. (No, really, it is!) Hmm - either ACME has got something against Road Runners or this is one seriously loaded coyote.



What you've got to do is stand here and keep pecking at the contraption. Watch out for the rocks and swinging arm!

As usual, Wile E. is behind it all. (You don't have to worry about him, though, cos he just loads the stones.)



'Hey, Road Runner, how about a game of conkers? I've got mine - it's a 329-millioner. No? A game of Newton's Cradle, then?'



'Come back! I'll give you a lift to the end of the level. No tricks, I promise! (Honest!)



Come hither, my oven-ready beauty!

'Yo, space-surfin' dudes! Let's go and catch some tubes, man. Guys? Guuuuys! Huh! Well, there'd be no atmosphere anyway.'

ROAD RUNNERS

RALLY

along the way, which help to keep you going.

Now, here's the dodgy bit. Road Runner is the most uncontrollable bundle of feathers on legs I've ever met. Under normal circumstances this would dropkick game-



play out the window and all the way to your local refuse dump. But it doesn't! I mean, it'd be a pretty lame game if Road Runner wasn't hard to handle, wouldn't it? I hate to say it, but there seems to be

WILE E.S
Controlling Road Runner is hard to get used to at first. Some of the levels are too hard and quickly get repetitive

'Let's see that fuel-injected pheasant get away from me this time! I'll give him beep flippin' beep!'

a slight tinge of *Sonicness* to this. Ooh, I've come over all funny. How could I mention that creature? I'd better round this off quickly before I puke.

Umm... The game's really colourful and well animated. It'll be a tough nut to crack - there's no continues or easy mode - but it's almost as

much fun as watching the cartoon.

Bye

JAMES



What exactly the relevance of the opera singer is, we don't rightly know. But she sings a mean top C and Steve fancies her, so the rest of us better keep our traps shut. (Snigger!)

TOTAL! TEK-SPEX	
Game	Road Runner
Levels	20+
Difficulty	Very tough
Continues	None
Release date	Now: import



'Hush, little one - remember, in space no one can hear you scream!' Wile E. discovers that size is everything.

ROAD RUNNERS

Looks

Really dreamy graphics, and animation which is just as good as the cartoons

Sounds

Lots of familiar tunes. And you can 'meep meep' whenever you want

Gameplay

Tough and vile to control, but who cares? It's a very funny game

Life span

With no continues and no easy setting, you'll need a lot of skill to complete this

Anyone who thinks SNES games are slow should take a look at this one - it can really shift. (Sonic, eat your heart out!) It's a right lark to play as well



Final rating
75
Percent

ULTIMATE AIR

Oooh, stop mission about!

On each level of UAC there four little missions to complete. Look below and you'll see the main menu screen and the four missions, each with its own terrain and targets:



Mission 1.
Attack an enemy base and wipe out five ammo bunkers.

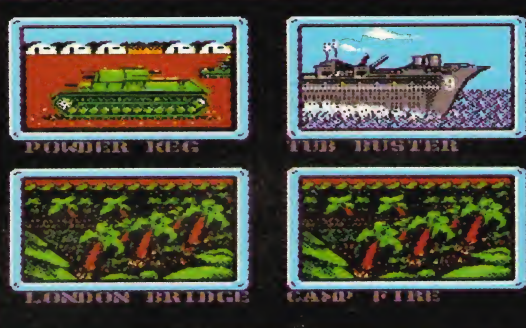


Mission 3.
Bomb bridges to stop enemy supply convoys.

Mission 2.
Hit the enemy fleet and sink cargo ships.



Mission 4. Destroy the enemy camps.



Move over, Tom Cruise – there's a new Top Gun in town! (But before you shoot though, Tom, me old mate, you couldn't put in a good word with Nicole Kidman for me, eh? Go on, I've seen all your films. Honest!)

Er, yes. Anyway, back to the game. Ultimate Air Combat starts off with a briefing from Admiral Cliff Stormbane, telling you about the activities of General Gwano who's been invading all his neighbours and is basically asking for a kicking. The briefing over, it's time to jump into your plane and set off into the danger zone.

There are four missions to be completed in each level and nine levels in total. Each of the missions is split up into two stages – a 3D flight sim viewed from the cockpit and a shoot 'em up section which has more than a dollop of Desert Strike in it. You can also choose between three different planes – a Harrier, an F-14 Tomcat and an F-18 Hornet.

The traditional flight sim bit plays, not surprisingly, like a traditional flight sim. You look out of the cockpit of your warplane and you see the enemy fighters zooming out of the sky towards you and, er, blowing you out of the sky. It may not be that

PLANES
It's really two games in one – and they both look and play great

Taking your pick of the planes

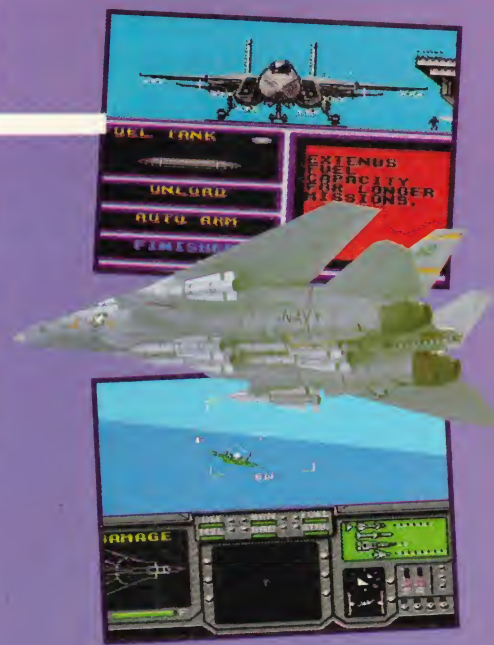
Before getting airborne, you get to choose one of these high-tech fighters:



HARRIER II Hovers like a helicopter and has the strongest armour. It's not a great dogfighter, though.



F-18 HORNET It has the most modern weapon system and can outrun all enemy planes and most missiles.



F-14 TOMCAT The best plane for air-to-air combat, it also packs a mean punch in ground attacks.

COMBAT

For NES (1 player)

From Activision

Price £35

original but it really tests your tactical and joystick skills as you try to avoid the enemy's missiles and get into a position to attack him.

The next bit of the mission sees you swooping low over enemy territory and gunning for the main target. This section looks and plays like a cross

between Desert Strike and the old arcade game Zaxxon. Because of the awkward perspective it's a little difficult to aim your shots precisely at times (just like Desert Strike) but it's still fun to play and looks good.

UAC may not quite be the ultimate gaming experience but if you want a flight sim for your NES this is the best. The flying bit plays well, feels satisfying and after the first level gets pretty tough. The ground attacks get hairy at times too, and although it's not the most realistic game ever it's still a good blast.

CHRIS

TOTAL!

TOTAL! TEK-SPEX

Game Ultimate Air Combat
Levels 9 levels/36 missions
Difficulty Hard
Continues Password
Release date Out now

ULTIMATE AIR COMBAT

Looks



■ The flight sim's not very inspiring but the ground attack sections are impressive

Sounds



■ Lots of speech (which isn't too naff) and music with some very heavy bass

Gameplay



■ Lots of fun, and the two sections have enough variety to keep you playing

Life span



■ After the first set of missions it gets tough, but the passwords make it possible

The best flight sim yet seen on the NES. Don't expect a boring simulation - this game's great fun and will test even the toughest gamers

Final rating
82
Percent



Pushing the envelope

Er, and pulling the notepad. And flying your first mission.



1 The admiral tells you today's mission target and asks if you like his suit.

2 Pick your plane and load your fave missiles.



4 Reach the target zone and you'll fly in low over the enemy. Er, and get blown out of the sky...



5 ... Only to fall to earth in your trusty parachute...



3 En route to the target, you'll need to 'scratch three bogeys' - Air Force-speak for nasty death stuff.



6 ... And get a severe bottom kicking from the President for wrecking a \$30 million warplane.

SPIDER-MAN

RETURN OF THE SINISTER SIX

Spider-Man, Spider-Man, does whatever a spider can... Oh yeah? So he can sit behind my hi-fi cabinet, can he? Dodging that ruler I keep poking at him, staying entirely motionless for about a week at a time and living on a diet of dessicated houseflies? I think not. And, interestingly enough, that hairy great leviathan which I've got lurking behind the tape deck has shown no great inclination to go leaping off in pursuit of evil master-criminals.

The trouble is, after about half an hour of playing Return Of The Sinister Six you lose interest in leaping off in pursuit of evil master-criminals yourself. It's not that there's anything particularly wrong with the game; it's just that it's not terribly difficult, it's not exactly action-packed, and it's not tremendously riveting.

For NES (1 player)
From Nintendo
Price £35

Sinister Six is a platform arcader with six levels, six end-of-level bosses and six special things you need to pick up to finish the game (one per level). Spidey can run, leap, somersault, swing on webs and do all sorts of other arachnoid acrobatics – all at the touch of a single button (well, combinations of all sorts of buttons, actually). It's got enough of the right ingredients to make it a decent game, but it lacks the excitement to make it a great game.

If you're a Spider-Man freak, this game will probably give you hours of fun. But if you're a hardened '90s arcade player, to whom Spider-Man's nothing but a weird bloke in a balaclava, you'll be a mite disappointed with this.

...But not half as disappointed as that ruddy great spider behind my hi-fi cabinet's going to be when he gets this ruler

up his... (Snip!

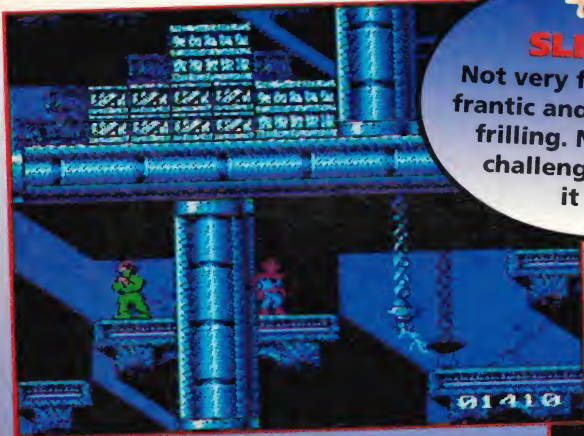
– Steve.)

JAMES

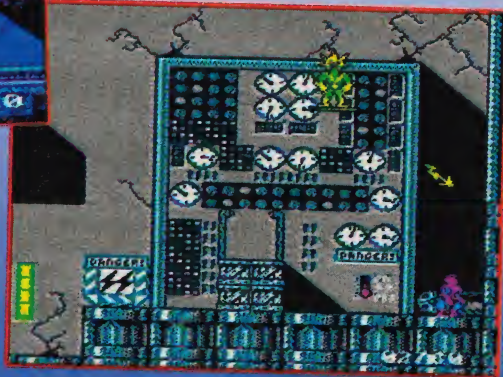
TOTAL!

SPIDERS
There's enough leaping, punching and web-slinging antics to keep Spidey fans happy for some time

SLIDEYS
Not very fast, not very frantic and not very, er, frilling. Not enough challenge to make it last



Mmm... a chain you can't dangle off and a lethal electrical current you don't have to go anywhere near. Heck of a challenge, then...



Ha ha! You've turned off Electro's generator. Now you just have to do 498 flying drop-kicks (6 should land okay) to kill him.



Wait, Father Christmas wait, I just wanted to ask you about... well... I was wondering if I could have a mountain bike this year?

SPIDER-MAN

Looks ■■■■■■■■■■

■ Spidey's too small to be convincing. The backgrounds are okay, though

Sounds ■■■■■■■■■■

■ Nothing to write home about (well, not unless you were writing anyway)

Gameplay ■■■■■■■■■■

■ I love platformers, but this isn't one of the best examples of the genre

Life span ■■■■■■■■■■

■ It doesn't take long to learn the levels – and after that you'll find they're all easy



There are loads of better platformers than this. Spidey can do all sorts of gymnastics with his webs, but that doesn't lift it above the mediocre

Final rating
67
Percent

TOTAL! TEK-SPEX

Game	Spider-Man
Levels	6
Difficulty	Average
Continues	3
Release date	Out now

Price £40

RUBBER PANTS
As a beat 'em up, it makes Double Dragon look like SF2. As a film tie-in, it's bat-quano

Thin, pale, with a massive head and completely bald. Yep, it's Steve on a Motorbike! (Ho, ho. You're sacked – Steve.)

you're ever likely to find on the NES, but similarly it's not the worst. It's only really worth considering if you're a Batman fanatic or are really desperate to pummel some hoodlums.

ANDY

TOTAL!

ANDY

A photograph of a Christmas tree in a courtyard at night. The tree is decorated with lights and ornaments and stands in a large, dark, circular planter. In the foreground, a lion statue is visible on the right. The background features a building with a traditional Chinese architectural style, including a tiled roof and a central entrance with steps. The scene is illuminated by streetlights and the lights from the tree.

RETURNS

Final rating

48

Percent

Game	Batman Returns
Levels	6+
Difficulty	Easy
Continues	Passwords
Release date	Summer



Age Group	Total	Male	Female	Male	Female
18-24	35.0%	35.0%	35.0%	35.0%	35.0%
25-34	25.0%	25.0%	25.0%	25.0%	25.0%
35-44	15.0%	15.0%	15.0%	15.0%	15.0%
45-54	10.0%	10.0%	10.0%	10.0%	10.0%
55-64	5.0%	5.0%	5.0%	5.0%	5.0%
65+	5.0%	5.0%	5.0%	5.0%	5.0%

■ **Tough guardians prolong the agony, but passwords mean you'll finish it afore long**

PRINCE OF PERSIA



This porky Sultan asked Prince if he fancied a bit of a rumble. Prince's answer was swift, metallic and a bit painful.

Several centuries after Prince Of Persia first appeared on home computers, it's now seeing the light of day on the NES. Oh all right then, it hasn't been that long, but it flippin' well feels like it. And, rather depressingly, the bloke in the baggy briefs who once wowed us all with his fluid movements is looking somewhat tired and jaded now.

The game itself is much the same (and to be honest, even that's rather dated and primitive by today's standards) but the animation on the Prince himself, which was the attraction of the original game, has suffered quite badly in this version. No longer will your friends say: 'Wow, that little bloke looks real. No, instead they'll say: 'So who's the juddering little jerk on the telly, then?'

The simplistic puzzles and learn-as-you-go gameplay still have a certain charm, but only the sort of charm that knackered Reliant Robins and cacky old Astro Lamps have



Our hero has a quick gulp of what he mistakenly believes to be a jug of Witherington's Old Butt-rot. Death follows.

TOTAL! TEK-SPEX

Game	Prince Of Persia
Levels	4
Difficulty	Hard
Continues	Save game
Release date	Out now



Prince decides to introduce some friendly spikes to the contents of his ribcage.

(you remember Astro Lamps, those blobby things that made you feel sick if you looked at them for too long?). And because the ground-breaking animation has all but snuffed it (and some very awkward to access movement options have been introduced as well), this really is a rather sad piece of software when all is said and done.

Fans of the original Prince Of Persia are going to be well naffed off by this.

Anyone else will just realise that there's a load of other platform romps on the NES which make this look decidedly aged.

ANDY **TOTAL!**

For NES (1 player)

From Konami

Price £40

PRINCE OF PERSIA

Looks



■ Generally okay, but not much going on, and that realistic animation is now lost

Sounds



■ The sounds would have to be pretty spesh to save this game. They're not

Gameplay



■ Same layout as the original, but the controls are nob and it's all a bit simple

Life span



■ Well, it's a big game, but after a few hours you'll either be comatose or suicidal



Very good in its day, but this isn't even as good as the original. I'd give it a wide berth if I were you (about five miles should do thetrick)

Final rating
35
Percent



At last, after seeking here and there for days, Prince finds a sword. Er, and the room turns red for no apparent reason.



'Hmm, this is a nice spot. I'll just take time out to polish up my dangling talents, followed I think, by a spot of plummeting.'

than you can handle?

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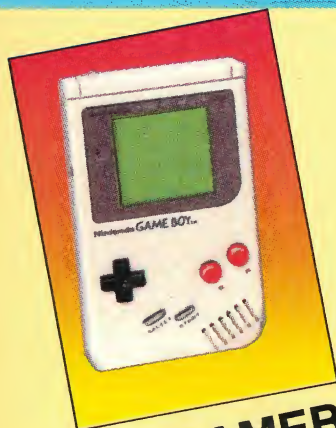
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MARIO & YOSHI

For NES (1-2 players)

From Nintendo

Price £35

So here's Mario again, eh? What the hell does he know about puzzle games, that's what I want to know. Well, as long as the game's decent, he can do what he likes, I s'pose.

In Mario & Yoshi, characters fall down the screen, two or three at a time. You have to make a falling character land on another one of the same type to make them disappear. But instead of moving the falling characters as you do

in Tetris, you change the positions of the columns of characters that have already fallen.

Six different Mario characters have to be matched up – Little Goombas, Piranha Plants, Bloobers, Boo Buddies and the top and bottom of Yoshi's egg. If you match the two halves of the egg, you score bonus points, and all the characters between the egg halves disappear.

The game doesn't sound particularly thrilling, and at first it isn't. But after the first

couple of levels it gets faster and you're soon frantically swapping columns. If you think too hard about what you're trying to do, it's easy to become totally paralysed and just sit staring at the screen like a hypnotised gibbon.

If you've played Tetris, moving the columns rather than the pieces takes some getting used to. However, after a few plays you'll have thrown off any Tetris-induced inhibitions and sussed out the best tactics. Sadly, it's not the sort of game that you'll keep coming back to (although the two-player competitive mode offers more long-term excitement). It's a fun game, but not one that'll hold your attention for long.

CHRIS

TOTAL!

PLUMBERS

Fast and furious fun for all the family. Best with two players so you can have massive arguments about who's best

Top left we have two players battling in a friendly match. Above, there's Steve on his own (cos he's got no friends).

TOTAL! TEK-SPEX

Game Mario & Yoshi
Levels Infinite
Difficulty Selectable
Continues None
Release date Out now

BUMMERS
It's got limited appeal in the long run – definitely not a game you'll keep coming back to. More suited to the Game Boy



Yo Mario! Spin those plates. You could play this on Going Live! Left, spin. Right, right, spin. Spin. Left, left, left, spin. Right, spin.



When the half of the egg at the top of the screen lands on the bottom half at the bottom of the screen, you score big points.



And here's how you lose – just let all the characters stack up to the top of the screen. Now go and do something less boring.

MARIO & YOSHI

Looks ■■■■■■■■■■
■ Horrible, garish colours and tiny graphics mean it's all hard to make out

Sounds ■■■■■■■■■■
■ Four soundtracks to choose from, the best of which is silence

Gameplay ■■■■■■■■■■
■ Starts dull, but soon gets frantic and pretty exciting. Best in two-player mode

Life span ■■■■■■■■■■
■ Doesn't have the lasting appeal of Tetris – not a puzzler you'll return to very often

This mixture of Klax and Columns is a decent enough puzzle game, but it lacks that all-important addictive edge for lasting appeal

Final rating
66
Percent

GEORGE FOREMAN'S

KO BOXING

For **NES (1-2 players)**

From **Acclaim**

Price **£35**

What do we have here? Well, it's a boxing game starring a chubby old bloke who's lost his hair and preaches. Could it be that Harry Secombe's KO Boxing has finally made it to the NES? No, unfortunately old Harry wasn't willing to get into the ring so instead it looks like we've got to make do with the 'punching preacher' himself, George Foreman.

In KO Boxing your fighter, old Georgie-boy, is at the bottom of the screen and your opponent lumbers around at the top. You've got a staggering FIVE punches at your disposal – left and right crosses and jabs, and the incredibly un-super superpunch. George can also sway from left to right and duck to avoid the other bloke's punches.

Now, given the tiny amount of moves available to George, you might be thinking that there's not going to be much to this game and, sadly, you'd be right.

There are two ways of playing George Foreman. First, you can wade in and chuck punches around like there's no tomorrow... And lose. Or you can weave about, dodging his blows and nipping in with the odd skilful jab... And lose. Okay, so you won't lose all the time if you use the 'slow 'n' steady' tactics, but getting anywhere needs a lot of luck.

Y'see, your opponent does much more damage with punches than you do – you could get in maybe 30 more punches than him in one round and still end up on the canvas a couple of times. This makes the game very frustrating to play, and there's not much game in there anyway.

George Foreman's KO Boxing is very similar to Mike Tyson's Punch Out but at least Punch Out had some variety in its looney fighters – all George has is a few samey sluggers to face. Sorry George, but this is too basic, too unfair and too boring. **CHRIS**

TOTAL!

PUNCHES

One of the few boxing games available for the NES, so fans will probably be grateful

PAUNCHES

The fights are extremely basic and unexciting. The opposition doesn't offer much variety

TOTAL! TEK-SPEX

Game	KO Boxing
Levels	12 boxers
Difficulty	Average
Continues	Passwords
Release date	Out now

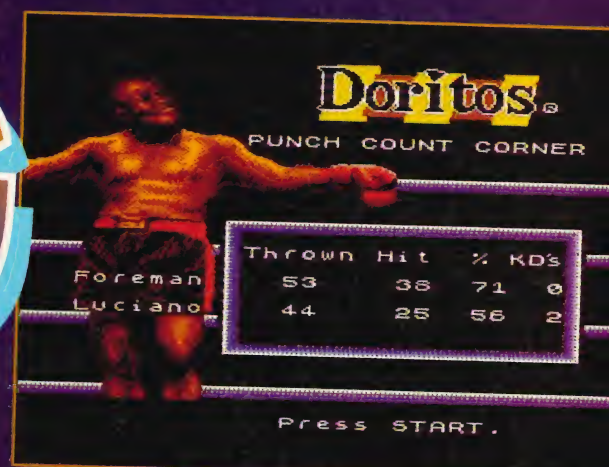


Take it nice 'n' easy, wait for an opening and 'BAM!' – hit seven shades out of him.



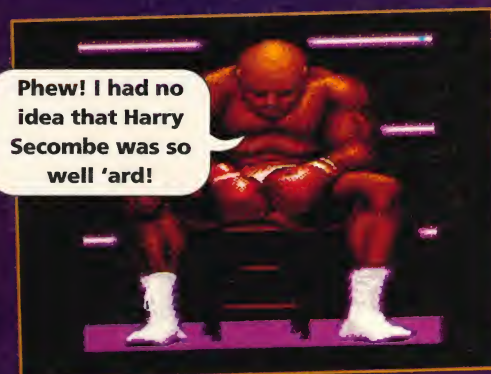
Forget all that ducking 'n' diving rubbish, I'll have you, I'll... UGH... OOH... No, hang on... ARGH... OOF... Hey, let's talk ab... AAH!

'The winner, and still the undisputed owner of the smelliest armpits in the world – George Foreman! What a whiff!'



Between each round of the fight, lots of stats appear showing what a pasting you've taken in the last three minutes.

Phew! I had no idea that Harry Secombe was so well 'ard!



KO BOXING

Looks



Some nice pictures between games but the fights themselves look drab

Sounds



Run-of-the-mill tunes and effects more suited to a pillow fight than fisticuffs

Gameplay



Really basic fighting 'action' which isn't particularly enjoyable

Life span



You get passwords for each boxer but the fighting soon gets repetitive



Just like George Foreman, this game looks old and just doesn't have enough oomph to compete. The annoying gameplay doesn't help much either

Final rating
51
Percent

Ha! little does Andy know I've got four identical cars in the race!

Beep-beep! Outta the way, Steve, you decrepit berk (in the red car).

PROS
Fast, smooth graphics. Easy to get the hang of, and when you do, it's addictive and lots of fun

RC PRO-AM

For NES (1 player)

From Nintendo/Rare

Price £35

Now then, son, what do you want to be when you grow up? An astronaut? A train driver? A nuclear physicist?

What's that? An 'RC Pro-Am' driver? Someone who drives radio-controlled model cars? Good grief, you pathetic little twit. Here, you'd better play this daft NES racing game then, cos that's what it's all about...

The concept behind this game is rather odd.

Radio-controlled model cars are simulated versions of the real thing, right? And since this game is itself a simulation, that makes RC Pro-Am a simulation of a simulation, doesn't it? It's giving me a headache already.

Stupid though it sounds, though, this actually plays quite well. You control a little model truck initially and race it against three other computer-controlled trucks around a variety of circuits. There are speed-up icons to run over, power-ups to collect and nasty twisty bits in the track you have to anticipate. The other cars are irritating, but

if you get the right bonus you can shoot them.

RC Pro-Am is great fun, simple to pick up and moves really well, with creamy-smooth scrolling and great animation. But... Well, is that really all there is to it? Driving round picking up bonuses and beating the other drivers to get to the next round? Yup, that's it. You may love it to bits at first but, wonderfully programmed though it is, it has precious little long-term interest.

STEVE

TOTAL!



Oh dear, poor old Johnson said he was having trouble with his sump. Looks like he's had an accident on the course.



You collect all sorts of junk around the course. So far I've got two old tyres, a trash can lid and a Buck Rogers spaceship.

TOTAL! TEK-SPEX	
Game	RC Pro-Am
Levels	3 (32 tracks)
Difficulty	Average
Continues	3
Release date	Out now



Sad, isn't it? Maybe if our cars didn't all have posey solid black windows we could see where the hell we were going.

RC PRO-AM	Looks <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
	<input checked="" type="checkbox"/> Nicely drawn sprites, loads of frames of animation and it's sooo smooth
	Sounds <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
	<input checked="" type="checkbox"/> Crash, bang wallop. Is there a panel-beater in the house?
	Gameplay <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
	<input checked="" type="checkbox"/> Dead good for about half an hour. Then you realise how shallow it is
	Life span <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
	<input checked="" type="checkbox"/> Easy to make progress with. By the time it gets harder you start losing interest

RC Pro-Am is a weird idea, but the game itself plays really well. However, that's not enough - the gameplay needs a lot more depth

Final rating
62
Percent



WIN

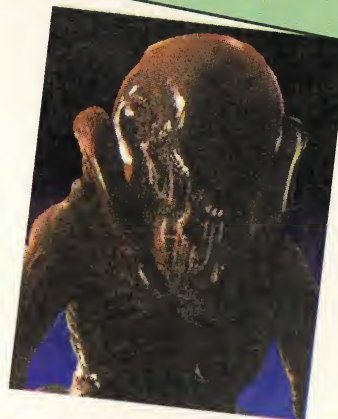
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Sporting a rather un-vampirey red suit, the tiny Transylvanian tries to escape the fat, blobby guardian at the end of level one.



Phew, wot a scorcher! On to level two and Frankenstein's Monster is having a spot of bother with the gas ring.



Now if you were to time it right, one of you could jump down and get that power-up. 'Course, you could die horribly.

For NES (1-2 players)

From Konami

Price £40

Monsters aren't all bad. Well, in *Monster In My Pocket* they're not, anyway. If you ignore the bloodsucking and preying on virgins, etc, the Vampire's a pretty decent guy. And the Monster has his good side too. When he's not smashing up laboratories and holding people up by the neck.

And these guys are saints compared to the other ghouls in the game. You control the pint-sized Vampire or Monster, who have taken refuge from bad monsters in a suburban house. You have to bash your way past droves of subordinate baddies – no fewer than 33 types of the things! – before reaching the boss at the end of each of the six levels. Both creatures can punch, jump and pick up things to throw at the enemy.

Your ultimate aim is to make it to the end of

ROARS
Non-stop action. Lots of different baddies. Good fun with two players

the sixth level and a showdown with arch-villain, The Warlock. But don't worry, you don't have to do it on your own, cos the game has a co-operative two-player mode.

This makes it easier. Which is a problem, because *Monster in My Pocket* is a bit on the easy side anyway. If you're more than six months out of a nappy you'll be through to level two or three on your second attempt.

The main sprites are nice-looking, and they're animated well, too. The backgrounds are good, but can be a little bare. There's a happy tune that plays continuously, and a few FX to keep it company.

Monster In My Pocket is a

FLAWS
A smack in the teeth polishes off most opposition. Some sections can be dull

TOTAL! TEK-SPEX

Game *Monster In My Pocket*
Levels 6
Difficulty Easy
Continues 3
Release date Out now

fun game to play. It's easy to pick up and there are lots of different monsters to fight. However, for all but the youngest players it's a bit easy. Most Nintendo nutters will sail through the game rather too quickly for comfort. **CHRIS**

MONSTER IN MY POCKET



You can dodge lots of nasties on level one by running down the banister rail. (Oi, stop running away, you feeble gimp!)



Keys make useful weapons when lobbed at the baddies. Watch where you chuck 'em if you want to pick 'em up again, though.

MONSTER IN MY POCKET

Looks [Progress bar: 10/10]
■ Lots of different sprites, and the animation's pretty decent too

Sounds [Progress bar: 10/10]
■ A tuneful, er, tune but you don't get much in the way of sound effects

Gameplay [Progress bar: 10/10]
■ The usual running and jumping and smacking – but not enough of a challenge

Life span [Progress bar: 10/10]
■ It's got some tough bits, but not enough to hold you up for very long

It's got the looks, it's got the gameplay – but where's the challenge? The two-player mode does add to the fun, but it makes it easier still

Final rating
69
Percent

F-15 STRIKE

Got your head in the clouds?

Well, this is what you'll see, then. This is your F-15's cockpit. Nice view, eh?

The enemy airforce make their pathetic attempt to stop you.

Your cockpit map. Shows up-and-coming ground-based targets.

Weapons supplies. Once these reach zero it's time to swallow your pride and bail out.



Get those missiles ready. Here's the factory coming up.

Radar. Shows incoming aircraft and missiles.

Saddam's baby milk factory. Or is it a chemical plant. It's a bit difficult to tell with him.



One of the more obscure features of the game is the chance to take part in an aerobic display with the Red Marrows team.

only difference between most of them is where you take off from and the locations of the targets themselves. The easy skill level actually steers the plane towards the targets, which is ideal for beginners, but makes things too easy in the long run. The harder levels, where you have to do everything yourself, are much more of a challenge.

The graphics do their job well enough – the swishing landscape and horizon give a fairly good sensation of speed and there's a bit of foliage or waves every now and then to enhance the effect. And of course there's the enemy planes and a few

Flight sims on the Game Boy? What will they come up with next? Maybe hand-held Virtual Reality, or a word processor? It may seem ridiculous, but if anyone could possibly pull it off then you'd reckon it would be MicroProse. After all, they are the unmatched masters of simulation software on the grown-up computers and are now making inroads into the lucrative console market too.

F-15 has been totally revamped and reshaped for the Game Boy, you'll be glad to hear, making it less of a sim and more of a blast. As soon as you

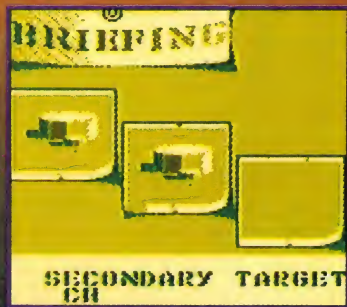
take off and get past some pretty intro screens, your F-15's right in the thick of it. Enemy fighters come at you like there's no tomorrow – and for most of them, there won't be when you've finished with them. After you've run the gauntlet of the enemy air cover you can attack the mission targets on the ground, and fly home to a hero's welcome.

There are several missions for you to try your hand at, but they're all quite similar – in fact the

COCKPITS
Easy to get into, very playable, and the password system can be a life-saver. Blasting action that needs brainpower, too!

'Calling Red Leader, this is Blue Leader...'

This is a typical mission in F-15 Strike Eagle (well, it is when Andy's playing, anyway). Not exactly Top Gun, is it?



1 Now take note of this... Hey, you! Stop doodling on your notepad and listen to the briefing!



2 Let's see, did I bring everything? Sandwiches? Game Boy? Furry dice, Bon Jovi CD? Okay, I'm ready.



3 Right, how do I get this thing started? What does this lever with 'eject' marked on it do? Oops!



4 Ha, come on then, if you think you're hard enough! Only two of you? This is pathetic.

EAGLE

For
Game Boy
(1 player)

From
MicroProse

Price
£25



This is your F-15. Um... nice, innit?



The Mission Select screen gives you a variety of different missions to choose from. Shame they're all virtually the same.

ground installations to be destroyed.

Flight sims aren't exactly suited to the Game Boy and F-15 has gone for action instead of accuracy. It hasn't got that feeling of actually being there, which is difficult for the small screen to achieve anyway, but it packs in a lot of fast blasting to make up for it.

The adjustable difficulty level makes it suitable for flight novices and air aces alike, but in the end there's just not enough variety. Most of the missions are quite similar and there's not much

CRACKPITS
Not enough variety and not enough challenge in the early missions. The lack of continues proves frustrating



'Aargh, the sun's in my eyes - I can't see a blimmin' thing! Now I know why Tom Cruise wore those posey sunglasses!'

variety in the shoot-on-sight gameplay. However, if you're looking for a frantic flight fight every now and then you'll find F-15 easy to pick up and a lot of fun while it lasts. Just remember to take a plastic bag with you! **JAMES**

TOTAL!

TOTAL! TEK-SPEX	
Game	F-15 Strike Eagle
Levels	8
Difficulty	3 settings
Continues	Passcodes
Release date	April

F-15 STRIKE EAGLE

Looks ■ ■ ■ ■ ■ ■ ■ ■ ■ ■

■ Smart intro scenes and the rolling landscape is fast, smooth and realistic

Sounds ■ ■ ■ ■ ■ ■ ■ ■ ■ ■

■ Reasonable jet effects and explosions - shame about the music, though

Gameplay ■ ■ ■ ■ ■ ■ ■ ■ ■ ■

■ High-powered air combat with few frills. Possibly too arcadey for flight fans

Life span ■ ■ ■ ■ ■ ■ ■ ■ ■ ■

■ Only the last skill level presents any real challenge. Youngsters may find it tougher

Not as flight-simmy as you'd expect, but F-15 makes up for it with frantic seat-of-the-pants combat. With more depth it could have been great



Final rating
78
Percent

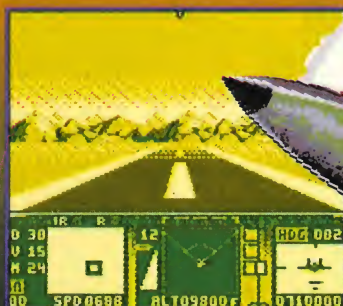
'... Can we go home now? I'm starved!'



5 I wonder what this missile does. KABOOM. Cool! What does that one do, then? FOOM! Hey, this is fun!



6 Ah they've all gone away. May as well head home myself, then. By the way, which way is home?



7 Ah, home, home on the er, airfield. Just in time for Neighbours and a nice cuppa tea.



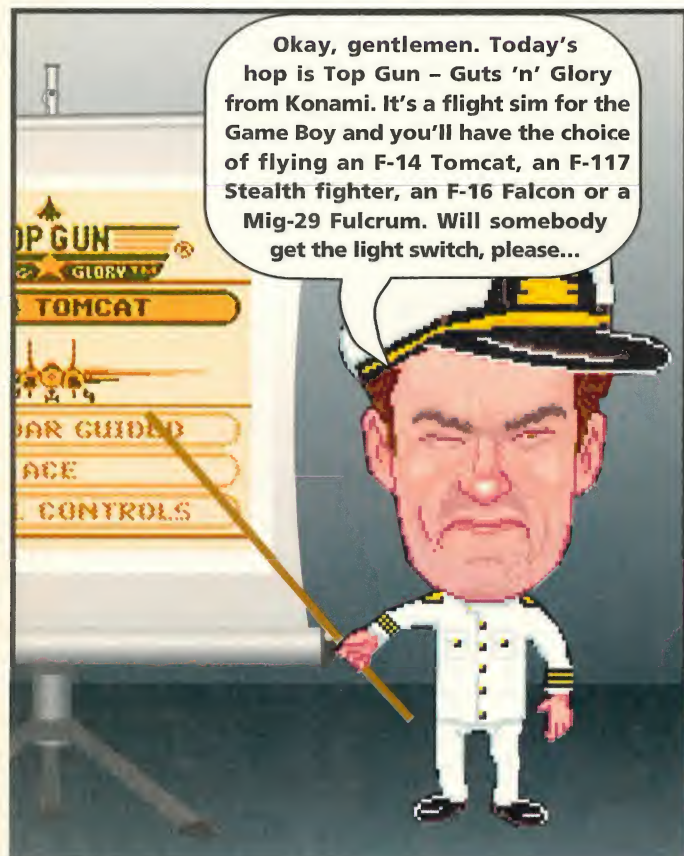
TOP GUN

For **Game Boy** (1 player)

From **Konami**

Price **£25**

... It's 0300 hours and in the briefing room of the aircraft carrier USS TOTAL, Commander Chris Buxton is about to speak. Unless you want to end up in the brig with a salty old sea dog, you'd better face front and pin your ears back. Atten-shun!



But...

Top Gun has some nice touches- you black out if you turn too fast, for example - but don't expect anything too technical. When you engage the enemy, hit 'em first...



And...

... Or they'll fly behind you and just stay there - all you'll see is a dot on the radar and you'll spend the rest of the mission faffing around with your controls, trying, and failing, to get them back on screen. All you can do is wait for them to reappear.



If they don't hit you and fly back into your sights, you should down them. But no matter how good a pilot you are, success depends on luck rather than your skill.



PILOTS

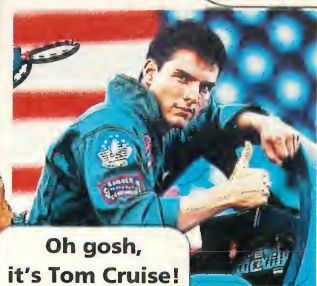
It's easy to learn and there's a lot of missions to play through. There's also a helpful password system to let you get further into the game. The controls are well designed for the Game Boy

PILLOCKS

It may be easy but the game-play has a serious problem coping with air combat - which is pretty unfortunate when it's an air combat game. And it's just too simple for flight sim experts

Vicky, will you leave that projector alone, please. Victoria!

Oh gosh, it's Tom Cruise! Swoon!



Looks

■ It looks like a flight sim should - boring. The enemy planes move well, though

Sounds

■ There's a sonic boom, the odd tune, and gun and missile FX, but it's nothing special

Gameplay

■ Simple blasting action but there's not much skill required - it's just too random

Life span

■ Lots of missions - with passwords - but sadly they're all much of a muchness

So there you have it, gentlemen - a simplistic flying game that doesn't really work as a flight sim or as a shoot 'em up. Dismissed (it should be)

Final rating
60
Percent

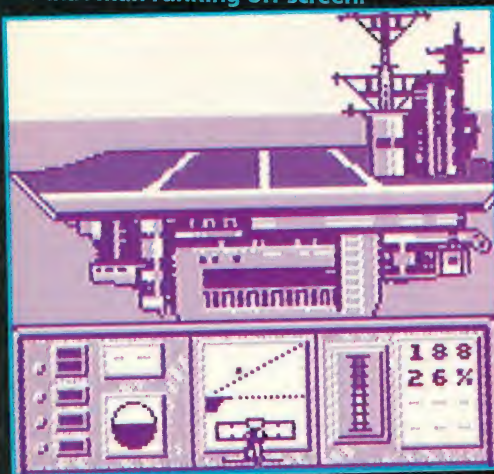
TOTAL! TEK-SPEX

Game	Top Gun
Levels	4
Difficulty	Medium
Continues	Passwords
Release date	Out now

TURN AND BURN



It's doesn't matter how fast you get your thrusters up to speed, you can never quite hit that man running off screen.



Um, you have to avoid hitting that big thing. Instead, land on that middle stripe.

For Game Boy (1 player)

You'd have thought that playing a flight sim on a Game Boy would be as much fun as using your Nintendo handheld for word processing, wouldn't you? Little yellow screens and big, realistic games featuring lots of fast aircraft just don't seem to go together, somehow. Well, here's a game which tries to do just that, cos

From Absolute Entertainment

Turn And Burn puts you into the hot seat of your very own F-14 fighter.

The various sorties which you have to embark on follow more or less the same pattern every time. You take off from the aircraft carrier and switch to your long-range radar to target the enemy. This gives you information on the bogeys' altitude and heading. So, like any self-respecting pilot, you peg it

off in that general direction to blow the sucker from the skies. Once the enemy MIG is in more particles than you can count, it's time to go home and try to land your plane on the carrier.

Landing is one of the harder aspects of the game. It's only when you're on the right heading, at the right altitude and at the right speed that the carrier calls you in to land. However, the actual touching down bit is done more or less automatically, with only minor corrections left up to you.

BURNERS

The closest thing we've ever seen to a proper flight sim on the Game Boy. Simple, clear graphics. Action-packed and exciting



Oi! What's your game? You missed two of 'em. What? I don't care if you felt air-sick...

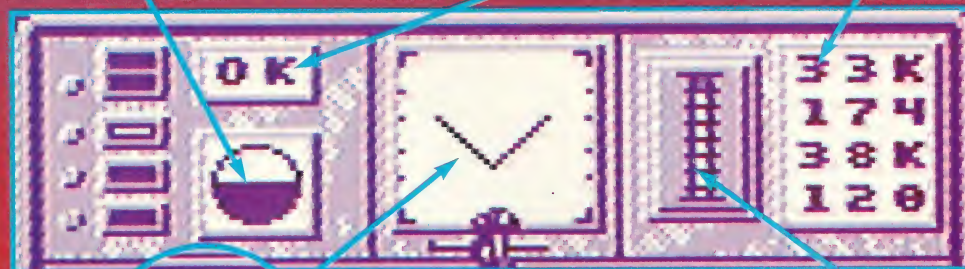
Don't worry, I'm in control!

This is your control panel. It lets you see what's going on...

Artificial horizon. Wiggles about while you crash.

An 'OK' sign. Reassures you while you crash.

Altimeter. When it gets to 0, you crash.

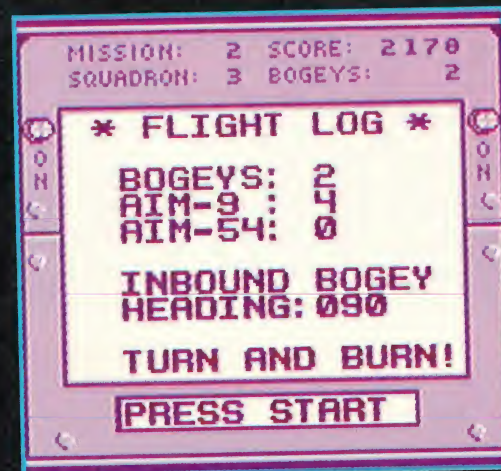


The radar. Wiping bogeys on this could lead to a lot of confusion - and a nasty crash.

Your juice gauge. When it's says empty, you crash.

TOTAL! TEK-SPEX

Game	Turn And Burn
Levels	Oodles
Difficulty	Tough
Continues	None
Release date	Now: import



When you start or complete a mission, this flight log appears. It's not as interesting as an in-flight mag, but it helps pass the time.

BURN



Price £24

This would all be rather straightforward if you didn't have a realistic fuel gauge to deal with. The F-14 Tomcat is hardly your economical runabout, and since your adversaries obviously aren't too keen on the idea of being shot your fuel situation gets pretty bad after you've been mingling around the skies for a while trying to get the sucker in your sights. Since you've got very little chance of finding a twenty-four hour Esso station with wings, you not only have to shoot the enemy planes before your fuel runs out, but also have to try to make a perfect landing first time around to stand any chance – very tricky stuff.

Turn And Burn, in comparison with flight sims on boring 'grown-up' computers, is dead easy to pick up – although, to get the most out of it, reading the manual first is essential. The best feature of the game is that you have a hand in almost everything that's going on, which makes it more realistic than the other Game Boy flight sims on the horizon – if it was just a case of picking off bogeys and then picking off some more bogeys, you might just as well take up gardening to put a bit of excitement into your life. No, Turn And Burn is much more exciting.

STEVE

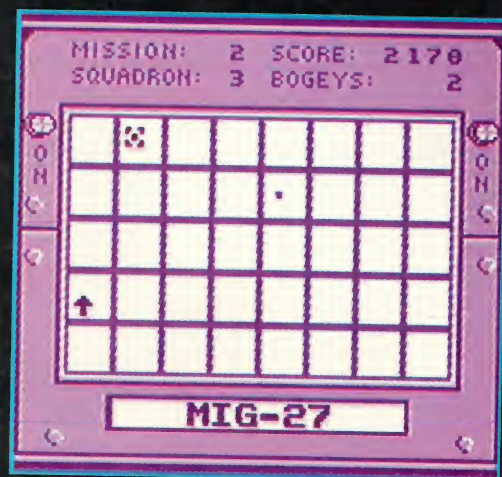
LEARNERS

Gets frustrating after crashing for the sixth time in a row. Crap sound – and if you turn it down you can't hear the warning beeps

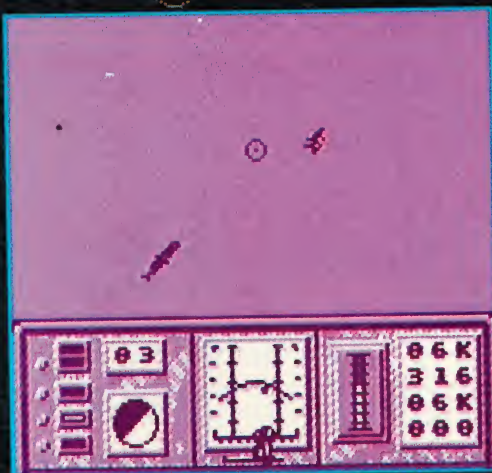
Nein. Achtung. Donner und Blitzen! Ya. Schweinhund. Umm... Carlsberg. Kronenbourg...



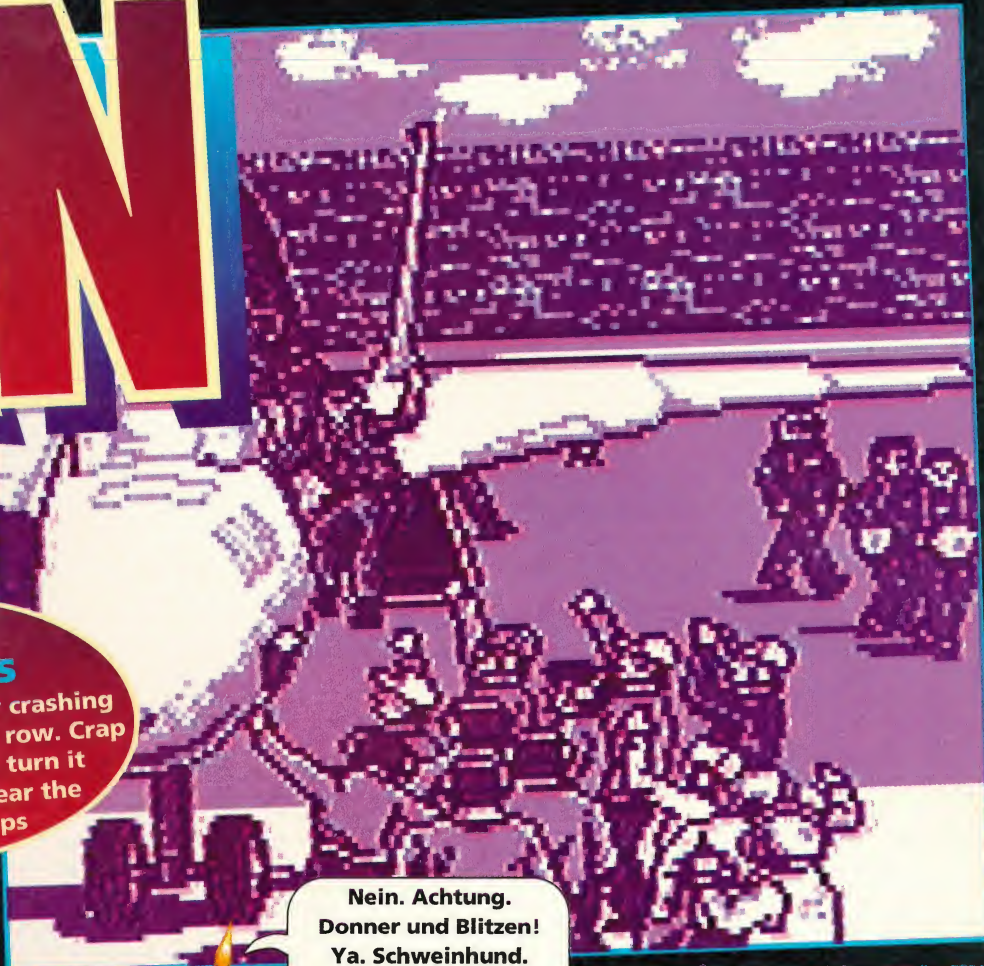
TOTAL!



Time to find your prey. Start tracking and watch them scurry like frightened rabbits. Hang on! He's coming after me! RUN!



Oi! Get back in the circle, you git. I've just fired £200,000 worth of missile at you and I don't want to waste it. COME BACK HERE!



TURN AND BURN

Looks [10 bars, 9 green, 1 red]

Not spectacular, but clean and detailed enough to see what's going on

Sounds [10 bars, 9 green, 1 red]

Not the best of tunes, and if you turn it down you won't hear the warning beeps

Gameplay [10 bars, 9 green, 1 red]

A tough game, with plenty of bogey-blasting and little aimless flying around

Life span [10 bars, 9 green, 1 red]

Survive the complicated instruction manual and you're in for a treat

If you're looking for a feature-packed, realistic flight sim, this is it! There's enough control to stop it from being an Afterburner clone



Final rating
80
Percent

TOTAL! ■ ISSUE FIFTEEN ■ MARCH 1993

EUROPE'S BIGGEST SUPER NINTENDO MAGAZINE!

You may remember last month, when we told you that *Super Play* was Britain's biggest selling Super Nintendo magazine. Well, sorry. We were wrong. What we *really* meant to say is it's Europe's biggest selling Super Nintendo magazine. Indeed, we suspect it might actually be the *world's* biggest selling monthly Super Nintendo mag (if you conveniently forget any islands you might find floating in the Pacific Ocean east of China, that is). And the reasons why, we would suggest, are simple. We have more (and better) reviews every month than our rivals, more news, more features, more from America and Japan – more, in fact, of everything you buy a Super Nintendo mag for. If you really want to know about the world's number one game console, there's only one place to come.



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**Your essential
Super Nintendo
game guide!**



**Because the world's best games
machine deserves the world's
best games magazine.**

MARIO & YOSHI

Oh, no, I bet you're thinking – not another Mario game which I'll feel duty-bound to fork out my hard-earned cash on. Well, when Mario is elected Grand Ruler Of The Universe (which can't be far off now) you'll be glad you spent all that money on his games. Honest.

Mario & Yoshi is a puzzley sort of affair not entirely unlike Tetris.

Oh no! I'm about to be an egg sarnie!

For some reason Mario's decided to catch a load of falling Boo Buddies, Goombas

and Bloobers on his trays at the bottom of the screen.

(Are these the actions of a future ruler of the galaxy, I have to ask.)

Anyway, down they fall, in pairs, gradually stacking up on Mario's trays. Your job is to switch adjacent trays, two at a time, so matching shapes fall on each other. When this happens, they disappear, you get more points and the trays are emptier. Occasionally half an egg shell pootles down. If you match a lower half to an upper half, any objects

**For Game Boy (1-2 players)
From Nintendo
Price £25**

between the two disappear, a Yoshi hatches out and you've got megapoints.

Ah. I seem to have run out of things to say. Er... Well, that's it, really. There is a two-player link-up mode, and two ways of playing (for high score or against the clock), but it really is that stupidly simple. Except that when you get

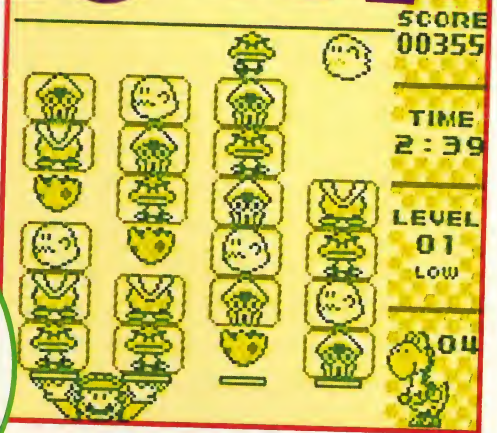
used to it it becomes danger-

ously addictive. As you mix 'n' match, whole swathes of your life pass unnoticed, food lies uneaten on the table, your eyes become glazed and swollen, and eventually you go mad.

If you're fed up with Tetris, give Mario & Yoshi a go. It's very similar, but is just different enough to give the old falling-blocks gameplay

BLOOPERS
Could conceivably become repetitive and dull after playing for ten hours or so. And ultimately it is only a puzzle game

BLOOPERS
Fantastically simple, but it's guaranteed to draw you in quickly and not let you go away for more than five minutes



Er... another screenshot that looks exactly the same as the others. Look, this is as good as it gets, okay?

a shot in the arm. It's also much more of a challenge. This is a game which won't fail to work its way into your brain. Blimmin' great. **CHRIS**

TOTAL!



The thingie in the middle of the egg shells is about to be caught, setting off a huge thermonuclear explosion...



... Actually, it's not a thermonuclear explosion at all, it's just Yoshi. I must have been reading the wrong manual. Oh well.

TOTAL! TEK-SPEX

Game	Mario & Yoshi
Levels	4
Difficulty	Hard
Continues	Save game
Release date	Out now

MARIO & YOSHI

Looks ■ ■ ■ ■ ■ ■ ■ ■ ■ ■

■ Not much scope for vast panoramas in a puzzle game, but it looks good enough

Sounds ■ ■ ■ ■ ■ ■ ■ ■ ■ ■

■ More of those bland tunes which you suddenly find yourself whistling

Gameplay ■ ■ ■ ■ ■ ■ ■ ■ ■ ■

■ Like Tetris, it's far too simple to work, and yet it does – over and over again

Life span ■ ■ ■ ■ ■ ■ ■ ■ ■ ■

■ Sort of infinite, really. You keep coming back when you've got a spare ten minutes

A Tetris-inspired puzzler that looks incredibly dull yet does the job nicely. Take it on trains, to the doctor's, to funerals, that sort of thing



Final rating
80
Percent

ROBIN HOOD

PRINCE OF THIEVES

Ye Merrie Men are missing...

... And this is what you have to do at the start of the game to set about finding them:



Instead of watching Peter being beaten to death, why not pick up that sword?



Do in the guard and Mike Smith appears. Actually that's Robin (Hood).



Find the hidden key and wander next door to free Azeem. And off you go.



And here is the party Robin was off to. Turns out it's fancy-dress, he's arrived far too early, and he hasn't brought any booze.

For Game Boy (1 player)

Someone really ought to tell Virgin that they're a bit late with this. A Bryan-Adams-worth of time after the film appeared, the licence pops up on the Game Boy. Costner, of course, was too expensive for the GB version, so they've had to settle for Mike Smith instead. Well, that's who it looks like, anyway.

Cynical folk will doubtless be thinking that this is a platformy shooter with very little plot. Well, you're wrong, so ha! In fact it's more

ROBINS
Interesting way to do Robin Hood. Great graphics. A big game, which gives you lots to do. The arrows are nice and twangy too

From Virgin

a sort of RPG thingy, viewed from overhead in luxurious 3D. As Robin, you start off stuck in a dungeon in Jerusalem, watching your mate Peter being duffed up by a baddie. From then on, it's a case of finding certain objects so you can progress, with a bit of fighting thrown in too.

As you go along, various other people can be rescued, and they then join your gang. Each has an inventory screen where you can fiddle

Price £25

KEVINS
There's a lot of wandering about to be done before you get anywhere. Inventory screens are a bit cumbersome as well

TOTAL! TEK-SPEX

Game	Robin Hood
Levels	One huge one
Difficulty	Average
Continues	3
Release date	Dunno yet

about with the objects you find, though you only ever control Rob himself.

Robin Hood restores your faith in the little LCD wonder. The digitised pics of your gang, the 3D view and the soundtrack are all top notch, and there's a lot of depth there as well. On the whole, the game has made the most of the Robin Hood licence, not sticking rigidly to the film and not fobbing you off with a flimsy twang 'em up. But, as with most RPGs, once you've finished it it's more use as a novelty coaster than a game cartridge

JAMES

TOTAL!



Yeah, party! This is the bit of the game where you get to choose Robin's outfit before he goes out for a night on the tiles.

ROBIN HOOD

Looks [Progress bar]

■ Nifty digitised faces and a 3D view that usually works well. A bit dark in places

Sounds [Progress bar]

■ Of variable quality, but on the whole bearable. No samples, though

Gameplay [Progress bar]

■ Sort of a mixture of RPG and slash 'em-up. Neither part is all that difficult

Life span [Progress bar]

■ It'll take a while, but you won't go back once it's done. Lots of continues help out

If you're not into RPGs Robin's not really for you, despite the added slashy bits. The best thing about it, though, is that Bryan Adams is nowhere in sight

Final rating
74
Percent



DROPTONE

For Game Boy (1 player)

From Mindscape

Price £25

This classic shoot 'em up is a bit of a stonker on the NES – I gave it 90% last issue and got all nostalgic about how I used to play it on my steam-powered C64 'computer' back during the last ice age when you could go to the cinema and be sick on sweets for less than 50p.

It's a frantic side-to-side scroller, with loads of small fast-moving aliens... which is exactly why it doesn't quite work on the Game Boy. Everything is just a bit too small – including the ever-so-useful scanner – and the game suffers from a bad case of the blurs (a bit like Jimbo on Monday mornings). Tiny enemies, like the Trailers that whizz about, are really hard to see, and therefore to avoid.

Also, the NES version is sort of widescreen, with a long, thin playing area. Because the GB's screen is squarer, some of the playing area on the left and right edges is lost, which means you have less

room to move around in and you get less time to react to things that come whizzing on screen.

You'll eventually get used to these faults, but they do make the game harder and a lot more frustrating. I was getting well over 100,000 on the NES version after only a few goes – with the GB version I'm lucky to break 50,000. GB Dropzone isn't unplayable, but it's rather more challenging than I'd like and for the wrong reasons. **STEVE**

BLASTS
Ideal pick up 'n' blast Game Boy material. Frantic shoot 'em up action which is heavy on the adrenaline

TOTAL!

DAMNS
Blur city: it's just too fast for its own good. It gets very hard very quickly, and is completely merciless

If ever you see a large '500' coming towards you, be sure to shoot it, pronto.

TOTAL! TEK-SPEX

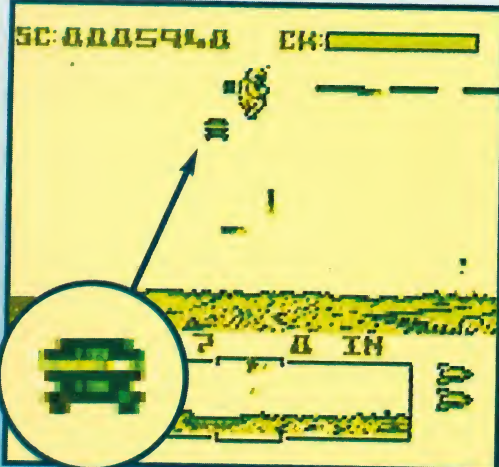
Game	Dropzone
Levels	99
Difficulty	Very hard
Continues	None
Release date	March

PLANTER – These aliens hover around, in a hovey, alieny sort of a way.



BLUNDER STORM – Either zaps you with lightning, or plurps acid rain on your bonce. Shoot on sight to avoid any unpleasantness.

ANDROID – Dropped by a Planter, these nasty things crawl along the ground and duff up your men. Best kill 'em, really.



NEMESITE – Once a Planter has dropped his Android, he turns all nasty and whizzes about the screen like a thing possessed.



Looks

■ Nicely detailed landscape, but the aliens are small and it's all too blurry

Sounds

■ No music, and precious few noises, but what is there is used to maximum effect

Gameplay

■ Simple shooter, but the small screen conversion has lost some of its playability

Life span

■ Fine for a pick up 'n' play, but only long lasting if you're into chasing high scores



Spiffing NES blaster, which loses summat on the 'Boy. A stiff challenge for shootin' freaks, though, and will pick up high-score fans a-plenty

Final rating
79
Percent

TOTAL! TACTIX

We've got so many codes this month we've had to shrink the logo!

DINOSAURS



We thought this game was fairly pretty, but it was also pretty easy. Still, if you are stuck, stick in one of these codes:

Level 1 - 8CH2ZES3H4RM
Level 2 - XKOKTES1H43Y
Level 3 - 5C6X9ES9HF24
Level 4 - XKOMTESWHVD4
Level 6 - XK2B9ES0HN94

FACEBALL 2000



To go straight to level 10, at the end of level 1 turn around and face the opposite wall. Shoot it to open a secret room that contains an orb. Use the orb to reveal the exit to level 10.

DR FRANKEN



Seen our complete solution to Dr Franken yet? Still stuck? Well, try these two codes - they may help:

VKFN1 J8*05 XF01G
237N5 N205L F2250

DESERT STRIKE



This game's well 'ard (Steve couldn't even finish the first level), but help is at hand with a full set of level codes from Paul Craig and Alex Bishop of St. Albans.

Level 2 - 3ZLHZTN Level 4 - W8PP9ZC
Level 3 - 93ZHBRR Level 5 - W4WSP37

SUPER SMASH TV



If you thought Super Smash TV was a bit slow try this cheat to make the game run twice as fast. On the options screen press LEFT, RIGHT, LEFT, UP, R and R and get ready for a panic attack. Thanks to Jonathon Clarke of Cheadle for that cheat.

GRADIUS



For loads of power-ups whenever you want them, just pause the game and press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A and then START. Thanks to Ryan Murray of Summerston in Glasgow.

BOMBUZAL



Ryan Murray's a busy lad. Not only did he send in the Gradius cheat, but he finished Bombuzal and gave us this load of luvverly level codes:

Level 5 - RUSS Level 70 - SOUP
Level 10 - RAFT Level 75 - REST
Level 15 - MUFF Level 80 - NEST
Level 20 - GATE Level 85 - PILL
Level 25 - LEAD Level 90 - LARK
Level 30 - TIME Level 95 - KIND
Level 35 - SIZE Level 100 - JAZZ
Level 40 - ZING Level 105 - WORM
Level 45 - OPAL Level 110 - HELP
Level 50 - WIND Level 115 - GIFT
Level 55 - VISA Level 120 - EXIT
Level 60 - TYPE Level 125 - MYTH
Level 65 - TONY Level 130 - DEMO

DARIUS TWIN



To get 49 ships, push L and R on joypad 2, together with SELECT and START on joypad 1, then reset your Super NES and select one or two players.

SUPER BUSTER BROTHERS



In the TOTAL office, this is Vicky Mitchard's favourite game at the moment, - she keeps taking the cart home to play on her new SNES, which she got for Christmas.

If you fancy a level select on Super BB (or Super Pang as it's called in Japan), press L, R, L, UP and DOWN on the select screen and you too can have hours of fun like that daft Vicky.



Super Buster Bros - bust balls on any level.

SWORDS AND SERPENTS



James George from Ely has been busy cracking this NES role-player and has come up with lots of nice codes to help you get on with your quest:

Level 1 - QSALS???4UNMR?
Level 2 - 9JATS???4XNMW?
Level 3 - UJACS???4VNRZ?
Level 4 - UJNFS???4SNFX?
Level 5 - 9JJS???4SV4K?
Level 6 - MZBSJ???ATUZ?K
Level 7 - 3RSJS???ATUNF?
Level 8 - ENSJS???RQULIK
Level 9 - 39SJS???RQULIK
Level 10 - ENSJS???RQ3QHK
Iago - XYMNYBH9FEY?
Mask - A7A3GLS9BTVZS
Ajax - I3QRG20QEVUK
Erin - ZNFU7QLSBILLS

STAR WARS



Here's a cheat that our very own big cheese, Steve Jarratt, discovered. To make it through the asteroid field without so much as scraping the Millenium Falcon, steer your ship into one of the corners, and keep your finger in the same position on the keypad for the whole level. You'll zoom straight to the next section and the asteroids won't come near you.

SUPER MARIO WORLD



This isn't really a cheat or a trick, but it's pretty good fun. If you're playing a two-player game and Mario and Luigi are in the same place on the map, press L or R and a little screen will pop up. If you press B you'll take lives from the other brother, press Y and you'll give 'em to him - and if you're playing competitively it turns into a real tug o' war.

LEMMINGS



These are the codes for the ENGLISH version of Lemmings, 124 of them, all sent in by DJ Leggett from Kingston Upon Thames. Thanks, DJ.

FUN	13 TMR5ZMF	26 RLQGWXS
1 -	14 CVDHFL	27 MHKNCOK
2 FWKQCJK	15 WXLGBBP	28 KWGCKWD
3 TWXZKRM	16 WZNFLLW	29 RNVHCBS
4 JPJXFVW	17 FVMTNWW	30 MGVBKZ
5 KTJGTJK	18 VVDRGWD	
6 HGNNNPX	19 SRXBPPV	MAYHEM
7 MLLBCPQ	20 GRZHRPP	1 QGSMMDM
8 XBVCILL	21 XTMWFCEP	2 KXSKFK
9 JWGWBK	22 FLMTVPM	3 NNBLXNL
10 JJKQPH	23 KSGVVMK	4 JCPMTPC
11 PWKZSXL	24 ZBPPBXG	5 TNPPCLS
12 GGWWFWR	25 WHCHBQV	6 RCPKPMO
13 PPTDZG	26 LHPDGNV	7 GXZTLVK
14 TPVSDSC	27 HVLXXTH	8 LSWHMH
15 QSPRKMK	28 STVNDPK	9 SDRMFLF
16 BXCHLQS	29 JFTQVSX	10 HSHQXPK
17 VDGQWSX	30 SKKWSZD	11 CHBMWRT
18 QGNLNF		12 LNRGMXC
19 DNPFPQR		13 WPSKBXN
20 FQKKFHL		14 LPBDVJJ
21 RMHDGBX		15 BGMLGSS
22 ZGBVCXV		16 CZLMVGD
23 ZBLWZK		17 KVLXSQH
24 HTLDXLB		18 CQSSXRQ
25 ZDGHWD		19 MVRPMQJ
26 CFHXPSM		20 PMXDHP
27 PZBXCXB		21 TWQBCXL
28 CWLGDP		22 WVVFXWB
29 WDNLSMJ		23 BSLMGQZ
30 WBZWWCB		24 MGGLXSF
		25 DXBZRVX
		26 BWQNKVK
		27 RTBGJWD
		28 HMGDJCQ
		29 QZTJHSV
		30 CQLRCHF

TAXING	1 SFLQQR	15 BGMLGSS
1 SFLQQR	2 LGCMTC	16 CZLMVGD
2 LGCMTC	3 BWNQXR	17 KVLXSQH
3 BWNQXR	4 WGHVRF	18 CQSSXRQ
4 WGHVRF	5 NRQKFR	19 MVRPMQJ
5 NRQKFR	6 QRXZLSK	20 PMXDHP
6 QRXZLSK	7 VGPDDWR	21 TWQBCXL
7 VGPDDWR	8 HPKBCCX	22 WVVFXWB
8 HPKBCCX	9 DSWLCTG	23 BSLMGQZ
9 DSWLCTG	10 GWGCJHK	24 MGGLXSF
10 GWGCJHK	11 TNJVCGD	25 DXBZRVX
11 TNJVCGD	12 XKBFSBD	26 BWQNKVK
12 XKBFSBD	13 VKKCSFV	27 RTBGJWD
13 VKKCSFV	14 SJKNWWS	28 HMGDJCQ
14 SJKNWWS	15 DQDGCXB	29 QZTJHSV
15 DQDGCXB	16 QTVGPTH	30 CQLRCHF
16 QTVGPTH	17 PFFPLS	
17 PFFPLS	18 BPNRSMC	
18 BPNRSMC	19 JLGKBCZ	SUNSOFT
19 JLGKBCZ	20 PCVKZVR	1 GNNBJWV
20 PCVKZVR	21 QNWFVKV	2 RCQFPZ
21 QNWFVKV	22 NTHZDKK	3 FBJJKB
22 NTHZDKK	23 XQZSRDT	4 RMQMZDC
23 XQZSRDT	24 PTPMJDV	5 DTCZVMO
24 PTPMJDV	25 LXTZBHP	That's all, folks!
25 LXTZBHP		

THE LEGEND OF ZELDA

A LINK TO THE PAST

SNES
TACTIC

Don't even start this before you've read part one of our Zelda III guide in last month's TOTAL - you'll get horribly confused and will almost certainly go completely mad. Mind you, you have to be mad in the first place to attempt to finish this game!



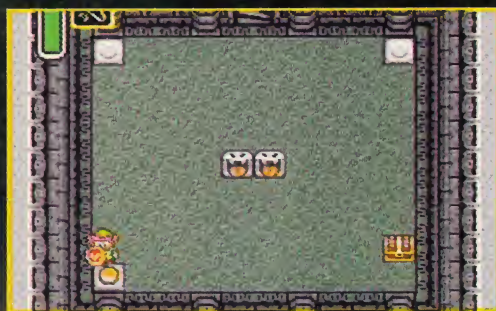
1 Go to here on the map. You'll see a circle of stones. Throw the skull into it. This will give you the Quake Medallion.



2 Now go to here, switch to light and give the mushroom to the Witch. Now switch to dark.



3 Go here and, with the aid of the ape you'll get on the way, enter the first temple. You need 150 rupies to pay the ape.



4 In the first room, use the pressure pad to take the left exit. Go through and down to B1. Here, the bottom-left pod hides a pad which makes the chest appear. Grab the key and go back to the entrance hall.



5 Take the right exit and go back to level B1 and get on the transporter. In the new room, blow a hole in the south wall.



6 Go all the way along the corridor and put a bomb here. Don't put a bomb on the left side or you'll fall through and die.



7 To defeat these guys, position yourself here. They move in the opposite direction to you. Fire an arrow then step sideways to move them into the line of fire. Once you've killed them, the door will open. Go into the next room, avoiding the spikes.



8 When you get to here, blow holes in the left and right walls. The chest contains a map. Go to the right to catch some fairies. You'll find the left-hand room contains a key.



9 Go all the way back along the corridor until you get to the room with the transporter in it. When you're in the room, move this block to here and then step onto the transporter.



10 Go back up to 1F and push the gargoyle to make things quicker. Open the locked door and go through.



11 Go round to the left and drop a bomb here, then jump down the hole, to B1. Go up and right and open the locked door. Go up to get the master key. Go back to B1 and drop to the lower level. Pick up the lone skull and press the pad under it to get another key. Get back on the transporter.



12 From this transporter room, go back up the stairs to 1F. Push the gargoyle and go through the north door. In the next room, take the first upward path on the right and push the block off the path. Then carry on north and get the key.



13 Walk on to the arrow to springboard over the gap. Go up the ladder and all the way along to the left. Go through the locked door.



14 Grab a skull and cross bridge. Throw skull at monster. Go left and unlock door. Get bombs in the top left of the maze and key in the bottom right. Halfway up the right wall there's a crack. Blow it up, go though and get hammer. Go back across bridge to right exit. Kill tortoises by using hammer to turn them on their backs and then using your sword. In the next room, open the chest to get compass and go down either stairs. Pick up coins then go back up.



15 Back upstairs, go through south exit. Here, pick up the skull in top left and open chest. Push gargoyle from left-hand side to middle path to stop spike from hitting you, then go through south exit.



16 Go left to the springboard and stand at this point. Wait for the nasties to congregate in front of you and throw a bomb - this will blow them off into the gap. Spring across, grab a skull, go south and throw it at the red switch, making the tiles blue down. Go right and grab all the power-ups under the skulls.



17 Push the top-right gargoyle up to the right-hand pressure pad. This will hold it down to enable you to open the door. Now go north. The nasties in this room move in the same way as before - in an opposite manner to you. Deal with them in the same way. Once they're dead, the door opens. Continue north.



18 Go up northwards. As soon as you enter the room, hit the switch for brown down, then go round to the top right. In this top right hand corner, there's a monster statue. Shoot it in the eye with an arrow to reveal a secret passage with a path going down.



20 Once you've killed the turtles, go through right-hand exit. Move the block shown and step on the transporter. Head north using the magic hammer to kill turtles. Switch to bombs and go through north locked door.



19 Once you're down the hole, hit the bouncy heads in the blue boxes with the magic hammer. Continue up and left to a position where you can throw a boomerang at the switch to make blue down. Go left, down, and through the locked door in the middle. Be prepared to hit the turtle with the magic hammer when you get through it. Now head to the south.



21 This is the hardest monster to beat in the entire game. To get rid of him, first blow off his mask using bombs, then finish him off with the arrows. Make sure that the bombs are flashing before you throw them at him. When he loses his mask, aim for the jewel in his head using the arrows. Don't go too far to the left or the right or his tail will get you. He also spits fireballs, which split into three and go off at diagonals. Pleasant fellow, eh?



22 Go to here on the map, switch to light and go into the shop to get the powder. Switch back to dark.



23 Make your way south to this point and use the magic hammer to knock the stakes into the ground.



24 Make your way to here and take the shovel from the mouse. Switch directly back to the light world.



25 Dig here to find the flute. Return to dark world. Offer the flute to a sad-looking creature, even though he refuses it.



26 Go to this point on the map and play the digging game. Hopefully, you'll find a piece of heart. If you don't manage to get it, switch to the light world and back for another go. When you've done that, go down the ladder and switch to light. Go to the weather cock in the village and use the magic flute. From now on, whenever you use the flute in the light world a bird will pick you up and carry you to one of a number of places.



27 Go to the Blacksmith's shop and knock the stump down with the hammer. You can now jump down the well. Go north and use the magic powder at the altar at the end of the caves. Now, when you cast a spell it'll only cost half the previous amount. Now return to the warp and switch to dark. Make your way to the second temple. When outside,

switch to the light world and go into the water house again. Go up to the right-hand level, as before, to drain the lakes outside. Go back out, switch to dark and go into the temple. Once inside, swim left and up, avoiding the spike. Kill all the monsters to reveal a chest with a key in. Unlock the door and go down the stairs to level B1.



28 Place a bomb here to blow a hole in this wall, then go through to get the map. After you've got it, go back out into the room and shift all the skulls. Under one of them is a key. Go down to the bottom left door and use the key to go

through. Keep going, avoiding the monsters, and go down the stairs. Go north through the door directly in front of you to pick up a key. Go back out, left, and up the stairs. Use the key on the door.



29 Go into the room, kill all the skeletons and hammer down the bouncy heads in the blue boxes. Go up to the level shown above and push it from this direction. Go back to the lever room and leave it by the south exit. To get round the platform in front of you, hop into the water, swim round and hop up the short

ladder. Go through the door in the west of that room. In this next room, jump straight down into the water. Head left, down and then right to go through the southernmost exit. Follow the corridor round in a clockwise direction to get to the two rooms.



30 Move this block to reveal a chest. Open it and get the compass. Go back north and through the door. Go left, north left, up the first ladder you see and carry on left.



31 Get to here and use the key to go through the door. Hit the switch to make blue down and then move the lever round to flood the areas behind you. Hit the switch back to brown down. From there, go south and left. You can now return to the blocks you couldn't move before. Swim over them and carry on left.



32 Go along to these blocks and move them as shown above. Go up the ladder, round, and up the stairs to level 1F. When you come out the door you'll have to move a block. Move it and head upwards to the top of the screen and get ready to push a block out of the way so you can go down a hole.



33 Jump down the hole. You'll find a chest with money in it. Go back up the same way as before to level 1F and take the top right exit in the same manner. When you drop down, go right, collect a load of money from under the skulls and then the big key from in the chest. Go back left and jump into the water. Go up the ladder in front of you, then right and right again, swimming through the water. Return to the large room and go to the point shown above. Go to the centre of the room and open the chest to get the grappling hook. You have to use this to move around the room on top of the pillars. If the hook hits a solid object, like a skull, it'll pull you across.



34 Fire the hook in the direction shown above and get to the far right skull to pick up a key. Return to the big chest and use the hook to go north and through the door. In the next room, move the skulls to find a pad and push a gargoyle onto it to open a door. This door also opens a door on the opposite side of the room on the right. Go through this door, then head up north and go down the stairs to level B2.



35 Push this switch in order to drain the water. Go down the stairs and left. Go down the stairs again and out of the right-hand exit. Open the chest. Throw away the pots and skulls to get money. Go back out left, then head up all the way to the north and out of the north door. Go through the left-hand north door, pick up all the goodies you find and then go back out again.



36 Move this block out of the way to reveal a chest.



37 Walk through this waterfall to continue. Go up the ladder to get some power ups, then up the stairs to level B1. Go south and jump in the river.



38 Place a bomb here to blow a hole in the wall. Go north to collect some power-ups. Before you can go through the door in the left of the hall, you'll have to pick up a key from the far right by removing the skull. Collect the key and return left to open the door, Go through and north to meet the end-of-level guardian for this temple.

39 Use the grappling hook to pull the pods off and then whack them with your sword. Once the octopus has lost all its pods he'll fly up in the air and plop down. Shoot him in the eye with the ice rod and try and time it so that when he heads off diagonally, you shoot him in the eye from the bottom.

And, of course, the adventure continues next month, when our complete solution reaches, er, completion. Can you wait? You'll darn well have to!



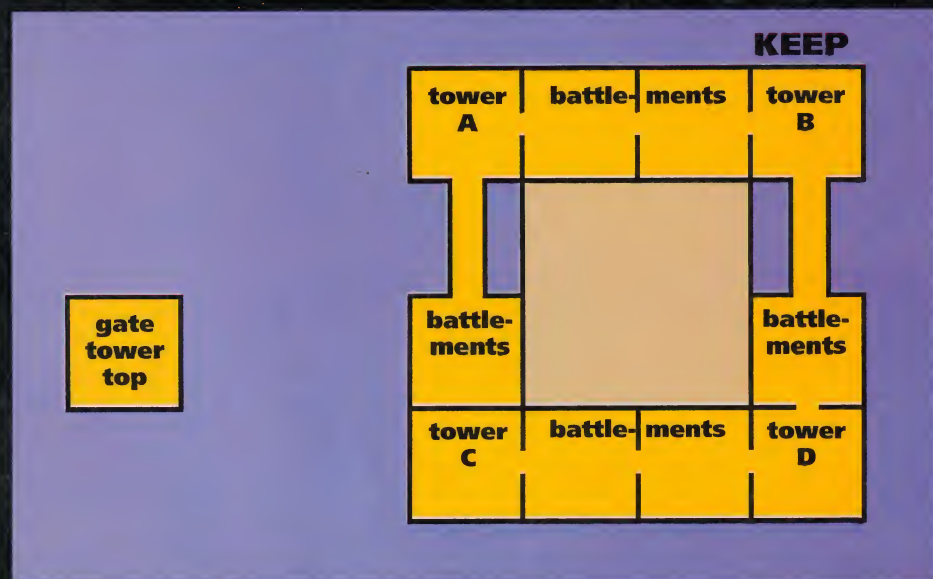
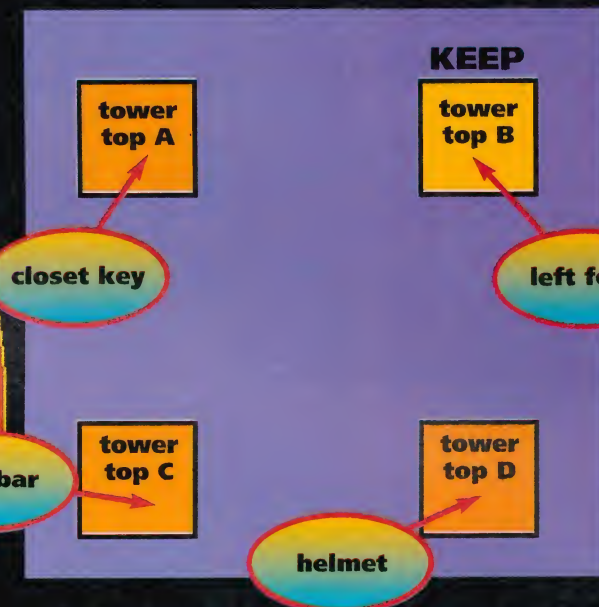
DR FRANKEN



Is Dr Franken making you fall apart? Well, pull yourself together – here's our complete guide to help you find Bitsy's missing pieces!

FLOOR 1

Come on, Andy, I'm ready for bed. Are you?



The first thing you'll need to collect is the book, which is in the second bathroom. Then go to the library and take the level key to access floors one to four. Get Bitsy's left foot from the top of tower B. Go to the cannon room on Floor 4, get the tower C key and pick up the water from the Great Hall.

Go to the top of tower C, grab the crowbar and you'll now be able to get to all the floors. Go down to Floor 5 and climb up tower J, collecting the right arm at the top. Now go up tower F to get the right foot and up tower E to get the left hand. Come down and go along the battlements to the cannon room where you'll find the right leg.

Go down to Floor 5 and get the door knob from the Baron's crypt. Use the door knob to open the cupboard on Floor 3 and take the spanner. Use the spanner in the forge to open a secret room which contains the rope. Go back into the forge and, using the rope, you can now get to the pendulum.

Floor 4 next, and the Baron's study, where you'll find some dynamite in a secret tunnel leading to a secret jetty. On the secret jetty is a lightning conductor which you can use with the life machine on Floor 6. Back on Floor 4, tower I is blocked by crates, so blow it away with the dynamite. Go up tower I to get the parapet key, and use it in the main sitting room to reach the secret parapet and the cellar key.

Fall off the parapet to the ice house, and collect the key to tower D. At the top of that tower you'll find the helmet, which you can use in the main living room on Floor 4 to reach Bitsy's left arm. Go to Floor 6 and use the cellar key to enter the dungeons, where you'll find the tower A key in the cell. Go up tower A and get the closet key. Go to Floor 3, to the second living room, and open the closet to find the bucket.

Take the bucket to Floor 5 and fill it up in the well in the courtyard. Empty the bucket on the fireplace in the Great Hall on Floor 4. This will reveal a secret room with a safe – the combination's in the armoury on Floor 5, which you get to through the guard room. Open the safe and you'll find a body plan, showing Frankie how to put Bitsy together again. Go to the stream on Floor 6 and fetch the well key. Use it to open the well on Floor 5 and jump into the well, making sure to get the torch as you plummet. Go to the power room on Floor 6 and get the needle and thread.

Go back to Floor 5, to the tower B kitchen and go through the escape tunnel to

FLOOR 3

tower top E

tower top F

tower top G

right foot

left hand

arrow

KEEP

gate tower

dynamite

empty bucket

spanner

parapet keys

right arm

tower top H

tower top I

tower top J



FLOOR 4

tower E

tower F

tower G

battle-ments battle-ments battle-ments battle-ments battle-ments battle-ments

secret stairs

secret tunnel

secret tunnel

secret strong room

body plan

tower C key

great hall

water

right leg

recharge

cellar key

secret parapet

left arm

cannon room

gate tower

cannon room

winch room

tower C

main sitting room

bath room

tower D

main bed-room

main living room

cannon room

winch room

cannon room

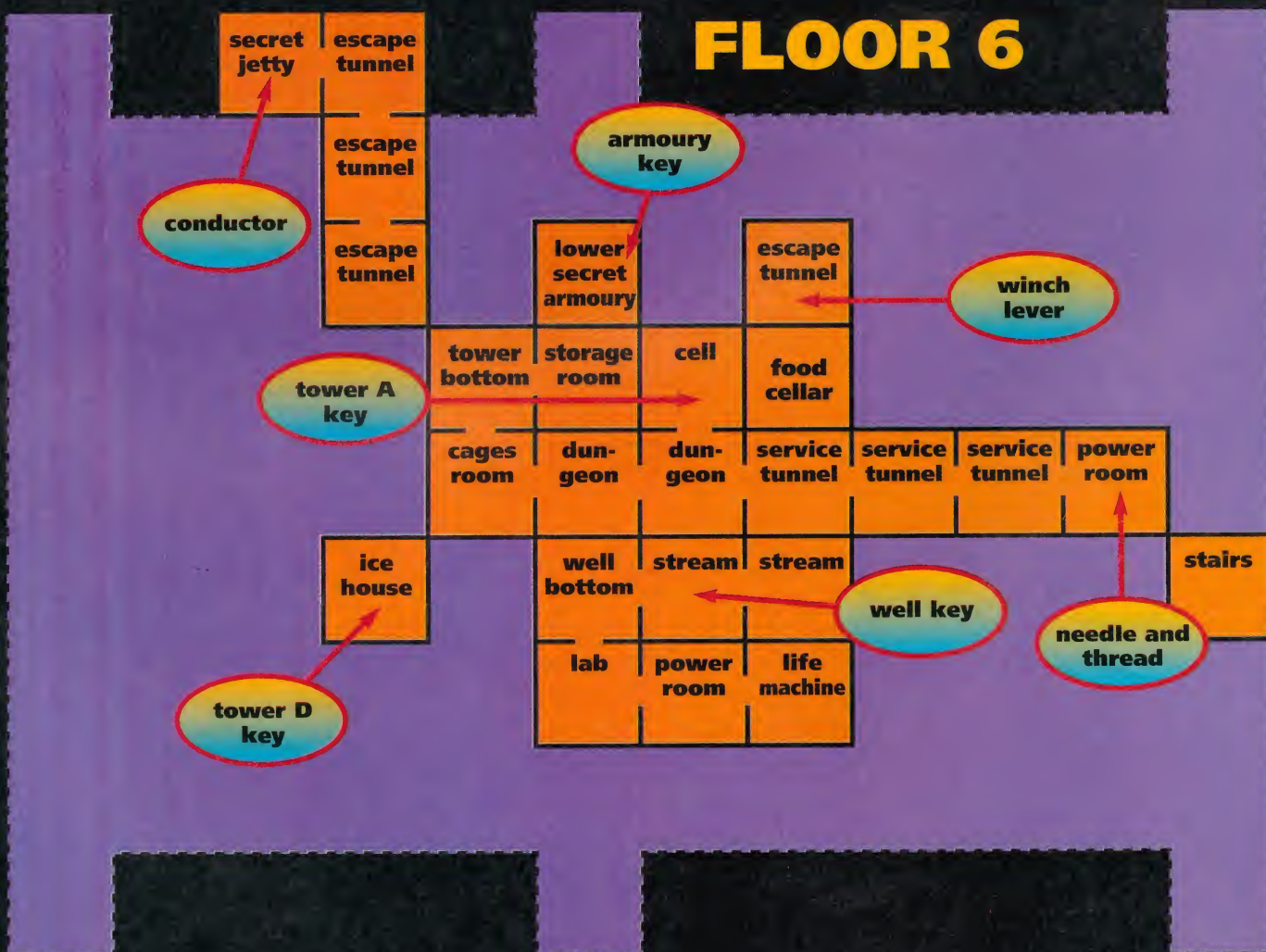
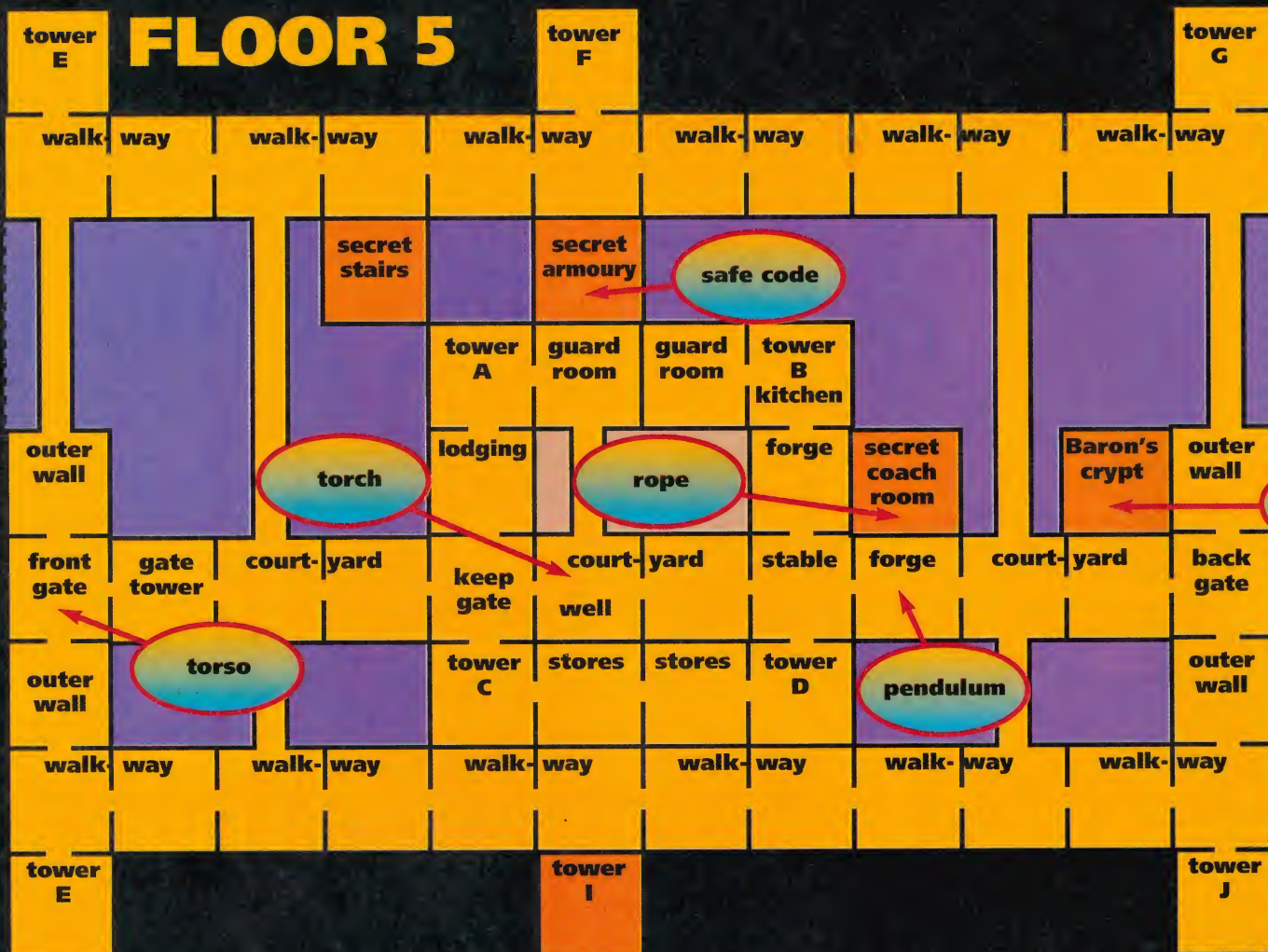
battle-ments battle-ments battle-ments battle-ments battle-ments battle-ments

tower H

head

tower I

tower G



find the winch lever. Now go to the front gate on Floor 5 and use the lever to lift up the portcullis. Get the torso. Go to the battlements on Floor 5 to get Bitsy's head – you have to climb the drainpipe and double back on yourself.

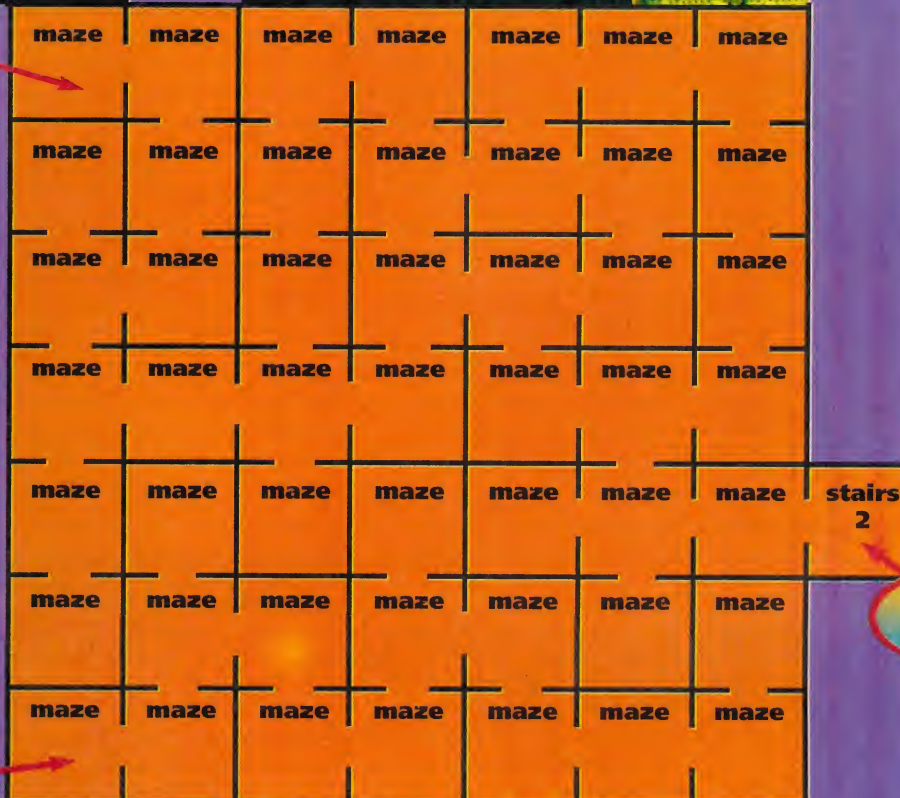
Go to the back gate on Floor 5 and jump off the edge of the balcony to reach the maze. Follow the map to find your way to the left leg, then collect the right hand and the power handle that you need to operate the life machine. Take your collection of bits to Floor 6 and use the life

machine to bring your beloved Bitsy back to life. Hurrah! You've finished Dr Franken – now, you'll have to wait for the sequel – Dr Franken 2!



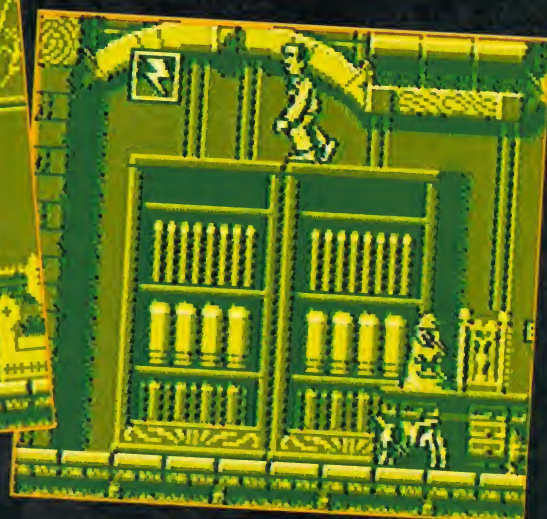
FLOOR 7

right hand



power
handle

left leg



RAINBOW ISLANDS

Welcome to the last part of our guide. Some secrets eluded even us – if you find any, write and tell us!

What are those jewels? And how do you get to the secret doors? Follow these tips and all will be revealed...

NES
TACTIC

Level Five – Doh's Island

The enemies on this level are based on the aliens from the original Arkanoid arcade machine, and as such they have similar movement patterns.

CONES

These are the most docile baddies in the game. They just fly aimlessly around the screen at staggeringly slow speeds. (Aah, you mean just

like James on a Monday morning, then? – Steve.)

CUBES

Moving only slightly faster than the cones, these tend to appear in groups of three or four – shoot them at the earliest opportunity, as they can cause major problems.

PYRAMIDS

The worst enemies on the level, these appear suddenly from the top of the screen and move around quickly. Okay on their own, but can get tricky on a crowded screen.

SPHERE CLUSTERS

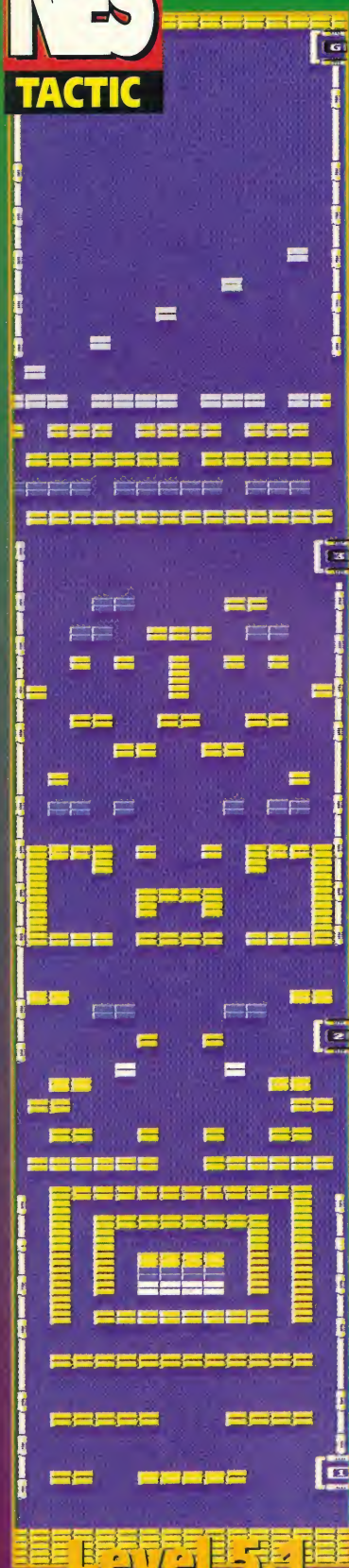
These move very quickly too, and often appear with the pyramids. In situations like this it's better to run away than fight (most of the levels are pretty short anyway).

BOSS: DOH

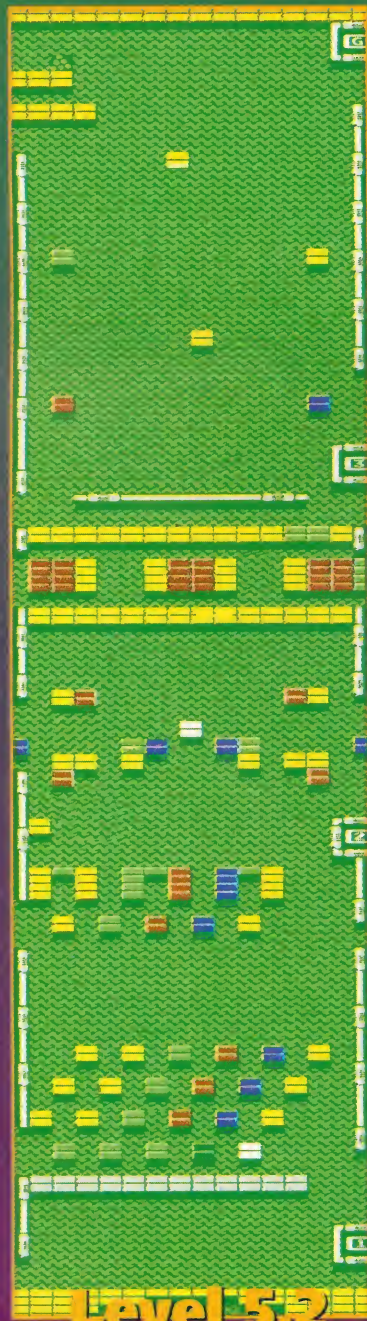
One of the easiest bosses to defeat, he sits in the centre of the screen, firing out diamonds in Bubby's direction. Stand right below him, moving left or right to dodge any diamonds, and when it's safe rush towards him and hurl a few rainbows at him. Repeat this process until he kicks the bucket.

THE RAINBOW GEMS

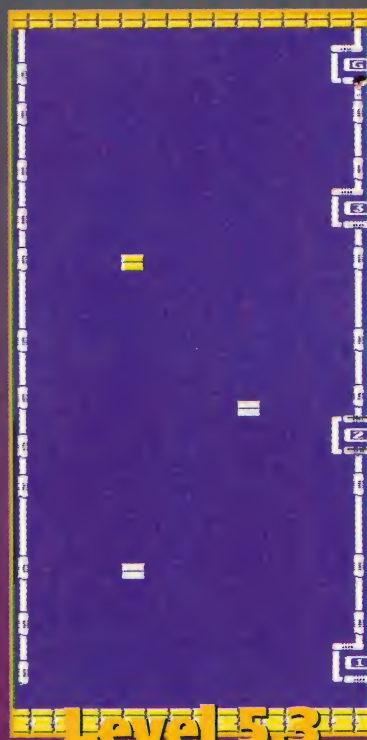
On every level of the game there are gems among the bonuses. Collect 'em and they'll stay at the bottom of the screen. If you grab them in order from left to right across the screen (from red to violet, through the rainbow) a secret door will appear at the end of the island. Go through the door, avoiding the boss, and you'll get a huge bonus. But, how do you get the gems? See the box on the next page...



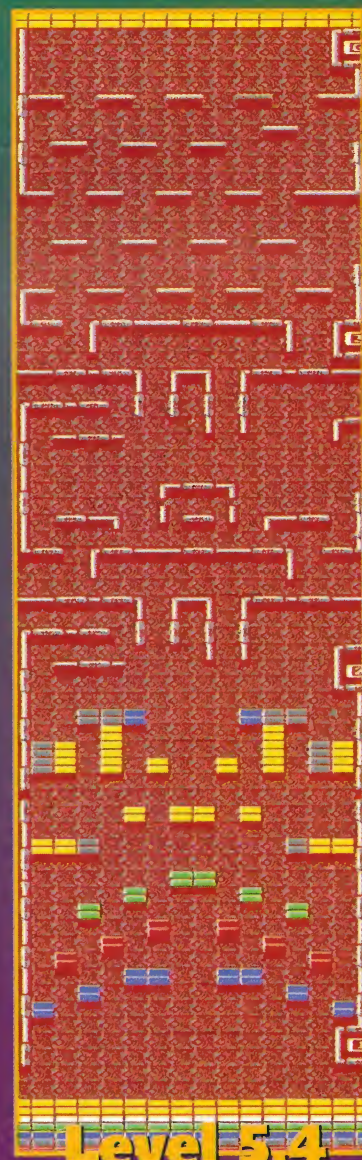
Level 5.1



Level 5.2



Level 5.3



Level 5.4



For a red gem, put a rainbow at the far left of the screen.



Drop the rainbow on him as he walks toward you and he'll die.



He'll land in such a way as to leave a red gem for you...



... See! Move along right a bit and try again for a new gem.

Level Six - Robot Island

PICK

Yet another enemy which bears a resemblance to the Werewolf, this one patrols up and down the platform,, regularly firing a bullet in Bubby's direction.

PICKHEAD

This little fellow moves about using a jet-pack thingummybob, and as a result it moves VERY fast (and even faster when it gets angry). It acts

fairly similarly to the crow, stopping regularly to check up on Bubby's position.

BOLT

The bolt looks and behaves in much the same way as the punch from Toy Island, bouncing madly about the screen and frequently causing an obstruction. Treat with extreme caution.

NUT

This rolls along platforms, dropping down any gaps, and will roll in Bubby's direction whenever it lands. When it's below Bubby, it will fly up the screen just like the beetle. Try to kill it before it gets that far,

WRENCH

Not too bad on its own, but it can cause untold problems when the screen is busy. In many respects it is similar to the skeleton from Monster Island, except that it has a tendency to appear and disappear without warning.

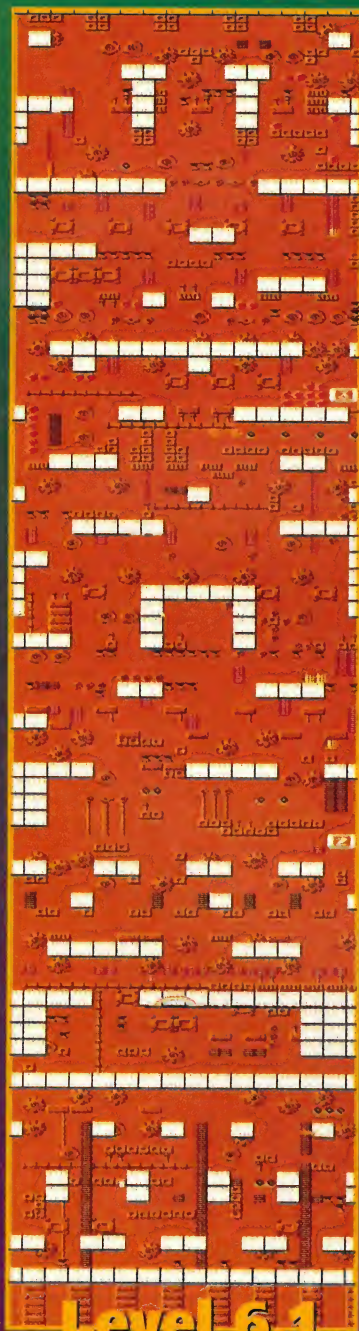
ROBOT

Almost identical to Pick, but moves a lot faster and fires more

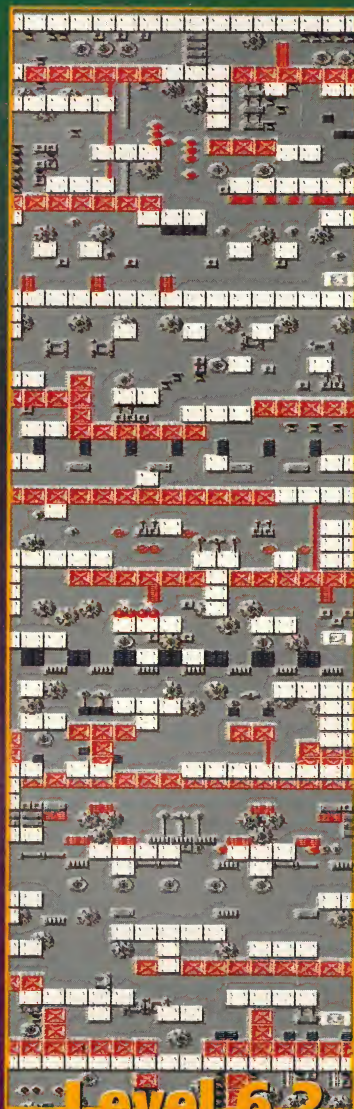
frequently. Be sure to pick (ho ho!) them off individually, as big groups are almost impossible to handle.

BOSS: BIG ROBOT

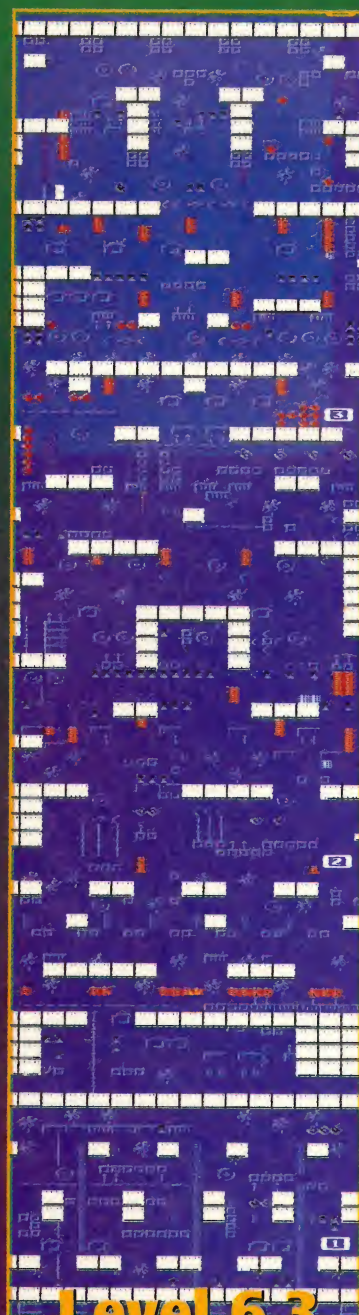
Tough, to say the least. His movement pattern is similar to that of the Helicopter Boss, regularly checking on Bubby's height and moving up or down accordingly. As well as firing out fists at Bubby, it shoots a fireball from its head - very nasty stuff. Follow it back and forth across the screen, laying rainbow traps and then breaking them when he turns to face you.



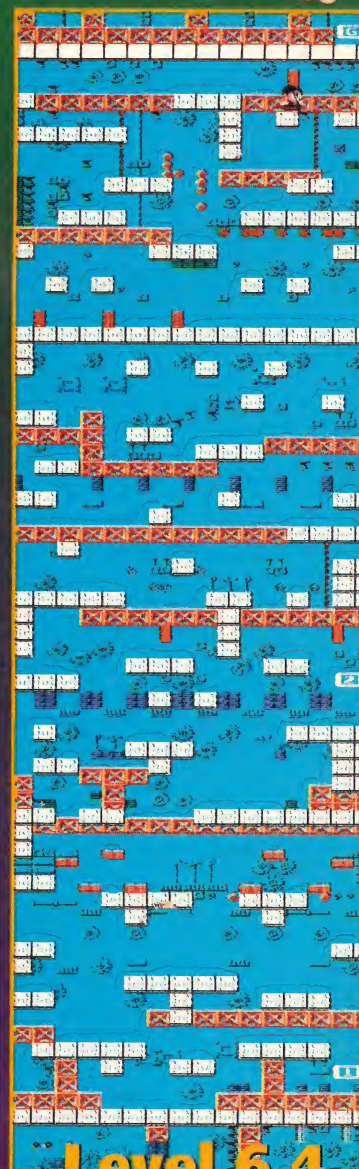
Level 6.1



Level 6.2



Level 6.3



Level 6.4

Level Seven – Dragon Island

PSYCROPUS

Would you believe it? *Another* enemy which behaves like the Werewolf, only this one shoots spiky balls. It isn't very intelligent, however, and won't turn to fire at Bubby if they're on the same level.

GOLD KNIGHT

This combines the speed of Pickhead with the intelligence of the nut, flying up (or moving

down) to Bubby's level and shooting flames at him. Avoid.

DRAGON

Very similar to the crow, this stops at regular intervals to check on Bubby's position, before shooting a fireball at him. He's very tricky to dodge – it's often better to fight him head-on.

GOVELDNITE

This is pretty much like the Gold Knight, except that it doesn't shoot at Bubby. Becomes faster towards the end of the game.

SLIME

Don't be fooled by its appearance – this isn't an egg. It's identical to the nut, rolling along platforms and falling down gaps (in Bubby's direction). However, it can't fly, so Bubby is pretty safe if above it.

BOSS: BIG DRAGON

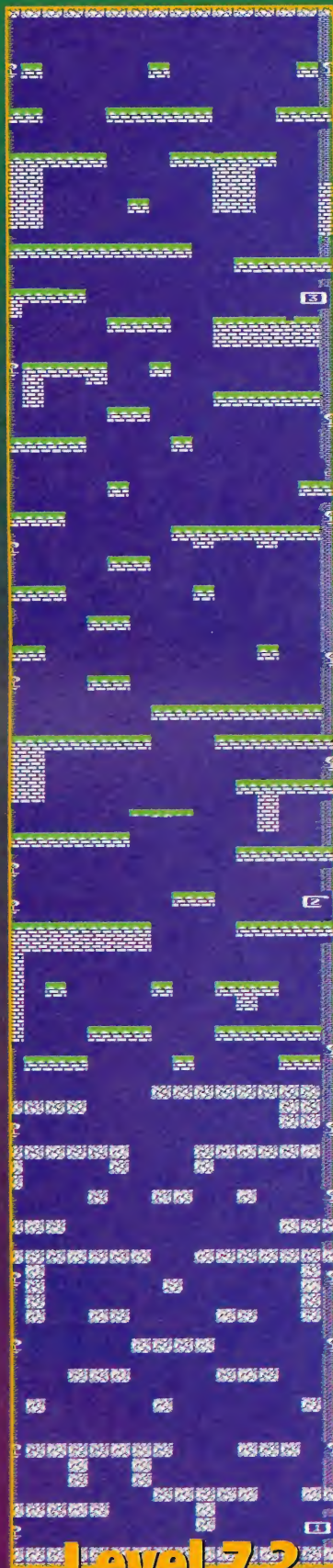
Dracula aside, this is the hardest boss in the game. Although he

doesn't move fast he breathes huge flames which you must avoid. Use the same tactics as the Dracula Boss – lay rainbow traps round the edge of the screen, crushing them when in range. Good luck!

TOTAL!



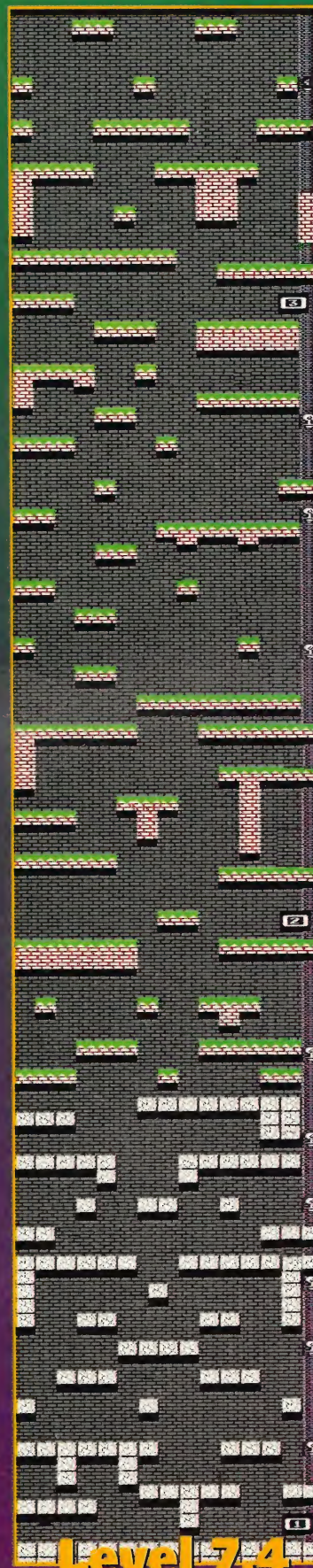
Level 7.1



Level 7.2



Level 7.3



Level 7.4

Q&A

All your gaming problems solved!

Dear TOTAL,

Please help me. I can finish most levels on Super Mario World, but I just can't find the secret exit on Cheese Bridge. I'm TOTALLY freaking out, because in my country there are no decent games mags that can help me. And I have to finish all 96 levels! **Maryn de Winter**, Geervliet, Holland.

Dear Maryn,

Cheese Bridge has to be one of the hardest levels in Super Mario World. If you look closely at the exit you'll see two arrow signs on the other side of the gate. These point the way to another exit beyond the first one. But how do you get there?



For all you lazy gits who can't be bothered to read the wordy stuff below, here's a pic showing how to do Cheese World.

Well, you need to pick up the cape somewhere in the level and swoop under the platform with the first exit and land on the other side of the gate without breaking the tape and finishing the level. Now, go to the right, jump on the next platform (to collect the 3-UP) and there's the second exit.

Dear TOTAL,

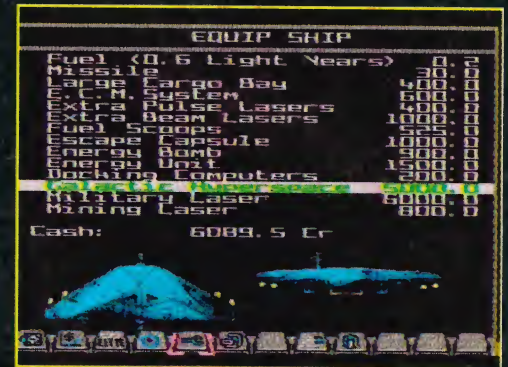
For Christmas I got Elite on my NES (thanks to your review in issue 11). It's quite hard but I've got the hang of it. I have discovered 75 planets, and most probably more by the time you've read this. But how do you get to other galaxies in the game? Thanks for helping.

David Pinnington, Welwyn Garden City.

Dear Dave,

Reaching the other galaxies in Elite is easy when you know how. All you have to do is build up enough cash to buy the Galactic Hyperspace and then, when you're out in space, use it on the galaxy screen. You'll then be taken to another galaxy with loads more planets and weird things for you to discover.

Incidentally, if any of you fancy sending in a player's guide to Elite – good trade routes, secret missions, Thargoids and all sorts of other strange things – we could use one. There'll be a prize for the best one, as well as the satisfaction of seeing your stuff published in the mag.



This could be two turtles covered in metallic blue luminous paint, or it could be Elite's Equip Ship screen. Hard to tell.

TOTAL! CHALLENGE

Bored of playing the same old game in the same old way? Well, why not make things harder for yourself!

TEENAGE MUTANT HERO TURTLES, NES

Here's a challenge sent in by the TOTAL Gamesplayer Champion, **Steve Harris**. See if you can complete Teenage Mutant Hero Turtles using only one of the Turtles throughout the game. Steve says it's very hard but he's done it and, cos we know what a great gamer he is, we believe him. Try this challenge if you reckon you can match up to our Champ.



Here's Donatello... Or is it Leonardo? Raphaelo? Picasso? Rolf Harriso? Er, Pollock? Oh blast, I've run out of space

TEENAGE MUTANT HERO TURTLES 1, GAME BOY

This one's from **John Goatly** of St. Albans and it's for Teenage Mutant Hero Turtles 1. You have to find the third secret level on stage three of level 1 (where those nasty bats are) and try to score 10 out of 10 on the shooting gallery. Ta for that one, John. Remember, you can send in your own challenges for any Nintendo machine using the coupon on this page. Go on, you know you want to.

Send your challenge to us at: TOTAL! 30 Monmouth Street, Bath, Avon BA1 2BW

PROBOTECTOR, SNES



Have a go at completing Level 1 of Super Probotector on Normal level without losing any lives, without collecting any power-ups and without using the tank. It's a tricky task, granted, but it's not impossible. If you manage that you could always try the same challenge on Hard level, or just see how far you can get without losing a life or using any power-ups.

My challenge is for:

☐

Game Boy

☐

NES

☐

SNES

Name

Address

Tel

CHEAT CART CODES



GAME GENIE CODES

To use these codes, you'll first have to get yourself a Game Genie, and then enter the codes when you switch on your NES. Game Genie owners can also get codes from Mark on the Game Genie Hotline which is open until 7pm every weekday. The number is (0843) 231088.



JACKIE CHAN

SXSKXVK - Infinite special attacks
TAVGXZZA - Maximum energy from bowl

ADVENTURES IN THE MAGIC KINGDOM

LAOLOIGTA - Life costs less
GAOLTKAA - Freeze costs less
IAOLYKZA - Invincibility costs less
PEVEIOLE - Start off with nine lives

TINY TOONS

SZNOUNVK - Infinite lives
SZNOVNZK - Infinite continues

WWF WRESTLEMANIA

PESGOALA - One minute in tournament
TESGOALA - Six minutes in tournament
PESGOALE - Nine minutes in tournament

LITTLE NEMO

PEUKOZAA - Start on level 2
ZEUKOZAA - Start on level 3
LEUKOZAA - Start on level 4
GEUKOZAA - Start on level 5
IEUKOZAA - Start on level 6
TEUKOZAA - Start on level 7
YEUKOZAA - Start on level 8

GAME BOY ACTION REPLAY CODES



NEMESIS 2

010280C9 - Infinite lives
0A033CCC - No enemy damage
010234CC - Keep two orbs all the time

XENON 2

0105D4C0 - Infinite lives
08122FC0 - Infinite energy

BATMAN

0103C7C0 - Infinite lives
0104C8C0 - Infinite energy

BLUES BROTHERS

010337C3 - Infinite energy

CASTELIAN

010316C5 - Infinite lives
079912C5 - Infinite time

SWAMP THING

0840C7C1 - Infinite energy

STAR TREK

01044ED1 - Infinite lives

SUPER MARIO LAND

0A0299FF - Mario is invulnerable
0C02B5FF - Mario has fireball permanently

TINY TOONS

0102C3C9 - Infinite lives
0102F0C9 - Infinite energy

SNES ACTION REPLAY CODES



GRADIUS 3

7E00B40D - Two-way missiles when enabled
7E007C03 - Infinite lives, if enabled during play

FACEBALL 2000

7E035201 - Next tag opens exit
7E03CEXX - XX selects level. Switch off Action Replay when at new level

FINAL FANTASY 2

7E200803 - Extra hit points, player one
7E208803 - Extra hit points, player two

HOLE IN ONE GOLF

7E10A102 - Two shots per hole

STREET FIGHTER 2

7E0C3210 - Better dragon punch



Instead of showing you a dragon punch, we've got a totally random SF2 screenshot instead. Radical, eh?

DINOSAURS

7E1F84CXX - Gives player XX eggs when Action Replay is enabled (Change XX to number desired)
7E0DF063 - Sets time to 63 seconds when enabled

FINAL FIGHT

7E200803 - Infinite lives
7E0D1450 - Makes you invincible

PRINCE OF PERSIA

7E050805 - Infinite energy

SPIDERMAN AND THE X-MEN

7E10F880 - Infinite energy
7E010003 - Infinite lives

GHOULS AND GHOSTS

7E044A01 - Invisible armour

Send your cheat codes to: Cheat Cart Codes TOTAL! 30 Monmouth Street Bath BA1 2BW

My codes are for: (tick one)

- ☐ GB Game Genie ☐ NES Game Genie ☐ SNES Game Genie
☐ GB Action Replay ☐ NES Action Replay ☐ SNES Action Replay

Game	Code	Effect

Name

Address

Tel

TOTAL!

SHOPPING SPREE!

No, TOTAL isn't opening a chain of supermarkets! But we have got some fab stuff for you to buy. 'Checkout' the Nintendo-related bargains below!

NUBY SOFT PAK

Here's a brill way to keep your carts safe from, er, I dunno, falling jars of mayonnaise or summat. Available for NES, Game Boy or Super NES.

£9.99

PRO ACTION REPLAY

With this amazing device you can beat the toughest of games! The Pro Action Replay even shows you levels you never knew existed! How good is it? It's so good the TOTAL team themselves use it! Available for NES, Game Boy and Super NES.

£44.99 (SNES) £29.99 (GB/NES)

**SAVE
£5**

UNIVERSAL ADAPTOR

Fed up with not being able to play all those amazing Japanese and American carts? Not any more – Universal Adaptor to the rescue! The best £16.99 you'll ever spend. Probably. Available for NES or SNES.

£16.99

TOTAL BINDER

There's only one way to keep your TOTAL collection from getting tattered and torn – bung 'em in your binder! (By the way, to snap up those missing issues, just turn the page.)

£5.99

Fill in the form – and that's an order!

- ☐ Action Replay – now tick one format: ☐ Game Boy (GBACT) **£29.99** ☐ NES (NESACT) **£29.99** ☐ Super NES (SNESACT) **£44.99**
- ☐ Nuby Cartridge Soft Pak **£9.99** – now tick one format: ☐ Game Boy (TOGC3) ☐ NES (TOGC4) ☐ Super NES (TOSN3)
- ☐ Universal Adaptor **£16.99** – now tick one format: ☐ NES (NESAD) ☐ Super NES (SNESAD)
- ☐ TOTAL binder **£5.99** (TOBINDER) or ☐ Two TOTAL binders **£10.95** (TOBINDER2)

Mr ☐ Mrs ☐ Miss ☐ Surname _____

Address _____

Postal Town _____

County _____ Postcode _____

Please return this coupon (together with your cheque if that's how you're paying) in an envelope to the following address (no stamp needed if your order is posted in the UK):

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Please make cheques payable to Future Publishing Limited

TOTAL/0393

TOTAL! RECALL

The definitive guide to Nintendo games (and what we think of them)

NES

It's not Half-done Recall. It's not Slightly Imperfect Recall. It's not even A Bit On The Deficient Side Recall. It's TOTAL Recall, our bulging, jam-packed and fully-furnished guide to every single game we've ever reviewed. All of them.

4-PLAYER TENNIS

Asmik
1-4 players
£35
An okay tennis sim with a few new ideas – like the four-player option – but it's ruined by bad controls and iffy gameplay. You've got lots of different shots, but collision detection is awful and playing at the far end of the court is too awkward.
52% (Issue 10)

A BOY AND HIS BLOB

Nintendo/Absolute Entertainment
1 player
£35



Some good, original ideas, tidy backdrops and neat animation, but there's only two levels, lots of wandering around and not much action. Pretty slow and pretty dull.
55% (Issue 2)

ACTION IN NEW YORK

Infogrames
1 player
£40
If you've played Probotector and fancy something similar, then this is probably the game for you. There are only five levels, but it's a tasty blaster with lots of aliens to slaughter.
69% (Issue 12)

ADDAMS FAMILY

Ocean
1 player
£43
This film licence is pretty playable at first, with some intriguing but solvable puzzles, but it's marred by poor collision detection, average sound 'n' pices, and a quest you could finish within a week.
55% (Issue 7)

ADVENTURE ISLAND II

Hudson Soft
1 player
£43
This is a simplistic game which needs more to do and more going on to be any fun. There are loads of levels, admittedly, but they're all too basic.
57% (Issue 9)

BAD DUDES

Ocean
1-2 players
£25



A platform beat 'em up, similar to Double Dragon but even worse. Bad animation, bad sounds, bad gameplay – Bad Dudes is bad all over.
39% (Issue 13)

BATMAN

Sunsoft
1 player
£45

There are five massive levels to this tough platform game, plus over 15 different baddies to batter and loads of things to discover. Beautiful backdrops and a bat-dude with smooth moves make it a must.
81% (Issue 1)

BATMAN - RETURN OF THE JOKER

Sunsoft
1 player
£45

This may be packed with luscious graphics and have a nice variety of game styles, but it's badly let down by sluggishness and unresponsiveness.
64% (Issue 12)

BATTLE OF OLYMPUS

Nintendo/Imagineer
1 player
£20

This is a truly engrossing, highly playable quest which offers tremendous value for money. Slice 'n' dice action breaks up the adventuring, and there's plenty to discover. This really is lovely stuff!
92% (Issue 1)

BAYOU BILLY

Konami
1 player
£25

This is an atrocious mish-mash of ripped-off game styles that, without exception, do no justice to the source from which they were taken. All in all, this must surely be the worst Zapper game ever created.
22% (Issue 4)

BLADES OF STEEL

Konami/Palcom
1-2 players
£35

The graphics aren't so hot, and there are too many annoying in-between screens, but if it's a highly playable two-player ice hockey sim you're after, Blades Of Steel's icy action will keep you going for months.
81% (Issue 3)

BLASTER MASTER

Sunsoft
1 player
£40

Definitely one of the better games of its type, with neat graphics and plenty of exploring to do. It just goes on a bit and fails to cough up any passcodes.
71% (Issue 6)

BLUES BROTHERS

Nintendo
1 player
£40

There are a few nice touches inb The Blues Brothers and the control system is pretty smart, but it's too repetitive and too easy – it'll last a couple of days at most.
30% (Issue 14)

BLUE SHADOW

Taito
1-2 players
£23

A platform hack 'em up with slickness forcing its way out of every pore. With amazing graphics and a huge amount of varied enemies and backdrops it looks like a classic.
74% (Issue 4)

BOULDER DASH

First Star Software
1-2 players
£30

24 levels of brain-busting, diamond-collecting, boulder-dodging action. It's addictive, it's challenging, and it looks better than ever.
90% (Issue 1)

BUBBLE BOBBLE

Taito
1-2 players
£30

This classic has 226 levels of the most frantic, addictive platform action your NES can chuck at you. A two-player option is the icing on the cake of an almost perfect arcade conversion.
80% (Issue 1)

THE BUGS BUNNY BIRTHDAY BLOWOUT

Kemco/Seika
1 player
£45

A platform 'romp' with jerky scrolling, crap graphics, yawnisomely repetitive levels and a bonus game that awards up to 50 extra lives. Oh dear.
31% (Issue 4)

CAPTAIN PLANET

Mindscape
1 player
£23

The environment's having a bad time of it. Defeat the polluters in this scrolling shoot 'em up and maze exploration game with brilliant animation and a varied challenge.
70% (Issue 3)

CAPTAIN SKYHAWK

Nintendo/Rare
1 player
£35

Super-smooth graphics and adrenaline-inducing action make this a superb all-round blast 'em up. Each mission features three varied stages, with loads of power-ups.
83% (Issue 1)

CASTELIAN

Sales Curve
1 player
£36



A frustrating but enjoyable platform climb 'em up. Difficult to get the hang of at first, but when you fail you just want to get back up and try again.
71% (Issue 8)

CASTLEVANIA

Konami
1 player
£30

This medieval whip 'em up is a big, fun game that's easy to get into, although the gameplay is rather repetitive and restart points are badly placed. If you can ignore these flaws, though, you'll probably get a lot of fun out of this.
71% (Issue 7)

CASTLEVANIA II

Konami
1 player
£30

Although similar in looks to the first game, Castlevania II is actually much more of an adventure game. The action is a bit repetitive, but there's a lot more to think about and if you can keep going you'll like it.
61% (Issue 7)

CASTLEVANIA III

Konami
1 player
£40

The best of the NES Castlevania series. A meaty beat 'em up with brilliant graphics and loads of action to get your fangs into. The gameplay can get a bit repetitive, though.
80% (Issue 7)

CAVEMAN NINJA

Elite
1 player
£35

This looks pretty good but unfortunately it plays bad. With gorgeous backgrounds and massive end-of-level dinosaurs it might look scrumptious, but it's spoilt by a badly structured difficulty level and gameplay which is seriously repetitive.
67% (Issue 4)

CHIP 'N' DALE RESCUE RANGERS

Capcom
1-2 players
£45

You can play this simultaneously with a friend (which can prove to be both a help and a hindrance), and with great graphics, great gameplay and great guardians, it's a great deal of fun (if a bit too easy).
81% (Issue 4)

DEFENDER OF THE CROWN

Palcom/Konami
1 player
£25

You play one of six knights on a quest to become the new monarch – you have to raise armies, then use your cunning and skill to decide who to attack first. It sounds good, but it doesn't really cut the mustard.
71% (Issue 1)

DEFENDERS OF DYNATRON CITY

JVC/Lucasfilm Games
1 player
£40

What a cruddy little game this is. It's fairly big, but who cares, when it looks awful, sounds worse and has all the playability of a breeze block. Very basic, two-dimensional stuff.
96% (Issue 12)

DIE HARD

Activision
1 player
£35

Die Hard may look a bit on the tatty side, but get past the graphics and you'll find a neat game hidden inside. Realistic and engrossing gameplay makes it a tense, exciting game, well worth climbing 35 flights of stairs for.
78% (Issue 7)

DIGGER T. ROCK - THE LEGEND OF THE LOST CITY

Milton Bradley/Rare
1 player
£35

This dig 'em up is smoothly presented, with colourful graphics and some slick animation. There's lots of exploring to do and loads of stuff to discover, but it's deathly dull! The levels are too big and it's too frustrating to be fun.
58% (Issue 1)

DISNEY'S ADVENTURES

Capcom
1 player
£43

Mickey's no Mario in this collection of five badly done, substandard sub-games with a flimsy Disney connection. Basic and full of glitches.
44% (Issue 10)

DIZZY

Code Masters
1 player
£30

Egg-shaped superhero Dizzy stars in this massive arcade adventure which not only provides a meaty challenge but looks and sounds great. Lots of variety and lots to discover. Smashing!
90% (Issue 12)

DRAGON'S LAIR

Elite
1 player
£35

Dragon's Lair features lots of intriguing puzzle elements (unlike the laser-disc arcade version). Although it's a bit straightforward, it's definitely an improvement over the coin-op, and the animation (especially on Dirk the hero) is pretty amazing.
83% (Issue 3)

DONKEY KONG CLASSICS

Nintendo
1 player
£25

This features Donkey Kong and Donkey Kong Jr, two ancient Mario platform games. They're almost exactly the same as the originals, but in this case that's not much of a compliment because both games are showing their age now.
40% (Issue 5)

DOUBLE DRAGON II

Acclaim
1-2 players
£40

Here we go again. More dull beat 'em up 'action' from the duff Double Dragon series. It looks okay, but without gameplay to back it up not even the most punch-drunk beat 'em up fan would get a kick out of this.
43% (Issue 14)

DOUBLE DRAGON III

Acclaim
1-2 players
£40



With repetitive gameplay and appalling collision detection this is just as bad as the first two games in the series. It's hard, but it's boring.
71% (Issue 6)

DROPZONE

Mindscape
1 player
£40

Although a rip-off of ancient coin-op Defender, this oldie is a frantic megablast and ideal for a swift pick up 'n' play. You'll keep coming back!
90% (Issue 14)

DUCK HUNT

Nintendo
1 player
£30

Duck Hunt is a mildly entertaining Zapper game with two different games included – there's duck shooting and clay pigeon shooting. It's fine if you get it free with the Action Set, but don't buy it separately.
43% (Issue 4)

DUCK TALES

Capcom
1 player
£45

If you're a Disney fan then this is the game for you. It's a standard running and jumping game, but very playable, with good animation and groovy characters. It's rather lacking in originality, though – you've probably already got several similar games.
69% (Issue 2)

Recall Top Ten – the best of NES

SUPER MARIO BROS. 3

Nintendo
1-2 players
£40
Eat your heart out, Sonic! Even this eight-bit version of Mario's adventures puts the blue rodent to shame. With oodles of levels, there's plenty of exploring to do even when you've completed it.
98% (Issue 1)

BATTLE OF OLYMPUS

Nintendo /Imagineer
1 player
£20
Better than a lifetime membership of the Scouts! This game's just as big as the great outdoors (but you don't get wet!) and you even get a real sword to play with! Why not give it a bash?
92% (Issue 1)

MICRO MACHINES

Code Masters/ Hornby
1-2 players
£33
This race 'em up is probably even more fun than the real thing! Even when the novelty factor's worn off, it's still the most addictive and playable NES racer. (And it's cheap, too!)
92% (Issue 9)



Micro Machines – driving force!

LOW G MAN

Nintendo Taxan Group
1 player
£20
It's the old story – the human race is living together in peace, harmony and unlimited supplies of choccy biccies, and along comes a bunch of aliens to mess things up. That's enough to ruffle the feathers of even the most tolerant NES owner, and Low G Man is payback city, man!
94% (Issue 2)

DYNABLASTER Hudson Soft
1-2 players £40
If you've got a few friends, this is simply unmissable – probably the best multi-player game ever invented. It looks nice too (despite the rather annoying slow-down).
90% (Issue 13)

ELITE Imagineer
1 player £40
Although it came out back in 1984, Elite is still unbeaten in terms of sheer playability. It's a sort of shooting trade 'em up – you have to explore the universe, buying and selling goods to make a profit, as well as trying to stay alive. Huge, absorbing and tough.
96% (Issue 11)

FAXANADU Nintendo
1 player £23
A huge adventure in the Zelda mould, full of tough puzzles and little blokes telling you what to do and where to go. Great to look at and even better to play.
88% (Issue 13)

F-15 STRIKE EAGLE Microprose
1-2 players £35
An above-average flight sim, with all the usual features. Graphics are none too spectacular, though, and neither is the sound. This won't have you leaping out of your seat.
56% (Issue 9)

FERRARI GRAND PRIX CHALLENGE Acclaim
1 player £40
With more control this would be a good buy. Building your own car and a button-bashing pit stop are nice ideas, but they don't save the game from the scrapheap.
61% (Issue 9)

THE FLINTSTONES Taito
1 player £45
An initially impressive platformer, with lovely cartoony graphics and clever obstacles to overcome, but bad collision detection and a too-fragile Fred will soon get on your nerves.
46% (Issue 10)

GALAXY 5000 Activision
1-2 players £30
Futuristic racing with the added bonus of being able to blast the other racers off the track. It's absorbing enough, but the poor control method is frustrating and limits playability.
52% (Issue 7)

GAUNTLET II Mindscape
1-4 players £25
With excellent digitised speech, ultra-smooth scrolling and simultaneous four-player baddie-blasting action, Gauntlet is an almost perfect arcade conversion. And with over 100 levels it'll last a good while.
88% (Issue 1)

GHOSTBUSTERS II HAL Laboratory Inc
1 player £35
Some decent graphics and a nice variety of opponents adorn this scrolling blast and suck 'em up, but it's far too easy and goes on a bit. Buy it for your kid brother, maybe.
53% (Issue 5)

GOAL! Jaleco
1-2 players £40
It's easy to see why the Yanks are so pathetic at the game. Lousy graphics, abysmal sound effects, slow action, confusing gameplay – Goal! is unrealistic and very frustrating.
39% (Issue 1)

GREMLINS II Sunsoft
1 player £50
Not only is this a fiendishly challenging platform shoot 'em up but it's a stunning-looking game as well, with scrumptious graphics which could almost be stills from the film. However, the gameplay leaves a bit to be desired.
73% (Issue 5)

Quiz alert! Another TOTAL Brain Teaser

It's quiz time again! 'Hurrah, hurrah!', we hear you cry. You thought the ones we've done in the past were pretty easy, didn't you? Well, this time we're really gonna test the old grey matter. Are you ready? The clock has started...

1 What is the accepted spelling of the name of Nintendo's biggest rivals?
a) S...A...Y...B...L...E...U...R.
b) S...E...G...A.
c) C...R...A...P.

2 In the light of global warming, what would be the best way of saving energy?
a) Switching off lights when you leave a room.
b) Banning Game Gear owners from using mains adaptors.
c) Banning Game Gear owners.

3 Should the playing of Nintendo games be introduced into the national schools curriculum?
a) Yes.
b) Yes, most definitely.
c) Yes yes yes yes yes yes yes yes!

4 Will Street Fighter 2 ever be coming out on the NES?
a) No.
b) Yes.

5 Why are Nintendo carts so expensive?
a) Because of the high-grade moulded plastic used.
b) Because quality control has to play each one for an hour.
c) Because carts are shipped one at a time from Japan.

And here are the answers: 1) a/c. 2) b and 3) c 4) b and 5) b actually! Nintendo are a greedy bunch!

GUMSHOE Nintendo
1 player £30
This is more like a Mario game than a Zapper one, in which you have to shoot the hero to make him leap over platforms and avoid enemies. Fairly entertaining stuff, but it's a bit too weird for long-term fun.
75% (Issue 4)

HAMMERIN' HARRY Irem
1 player £35
Hammerin' Harry is on a one-man mission to hammer the vicious 'Rusty Nailers' gang into the ground in this unoriginal platformer. It looks nice and plays well, but it's far too easy.
58% (Issue 14)

HOGAN'S ALLEY Nintendo
1 player £30
Same sort of point 'n' shoot action as Duck Hunt but this time you're a trainee cop who has to hit the targets and avoid shooting any innocent civilians. Good fun but still not enough variety to keep you playing.
64% (Issue 4)

HOOK Ocean
1-2 player £45
This is a really neat movie licence, a bit like Star Wars in structure but much sweeter to play (could be a bit faster, though). Lovely between-scenes music, bright clear graphics, and a real feel for the characters.
84% (Issue 6)

HUNT FOR RED OCTOBER Hi-Tech Expressions
1 player £43


As a shoot 'em up, Red October is dead in the water. There's lots of underwater weaponry to play around with and loads of enemies, but it's far too slow to be effective.
31% (Issue 7)

ISOLATED WARRIOR Nintendo/Vap Inc.
1 player £35
Spooky alien graphics plus loads of power-ups give this 3D-ish shooter bags of atmosphere. Huge levels tend to drag on, but it's fast, furious fun.
72% (Issue 1)

IVAN 'IRON MAN' STEWART'S SUPER OFF ROAD Nintendo/Trade West
1-4 players £30
Eight dirt-tracks await you and up to three of your chums in this knobble-tired racer, with the tracks viewed from above. It's far too easy, but still great fun with friends.
54% (Issue 1)

JACK NICKLAUS GOLF Konami
1-4 players £35
Despite detailed views and loads of features, this is spoiled by inaccurate putting and the feeling that your shot depends on chance. Good but flawed.
57% (Issue 4)

KABUKI QUANTUM FIGHTER Nintendo
1 player £20
This beat 'em up-style platformer has nifty graphics and is rather similar to Lode Runner, but the levels are badly designed and, well, it's all a bit average, really.
71% (Issue 13)

KICKLE CUBICLE Nintendo/Irem
1 player £13
A novel puzzler needing brainpower and fast reactions. Great graphics and sound, but the challenges are a bit easy. There are harder bonus levels but even these won't last long.
62% (Issue 4)

KICK OFF Anco
1-2 players £36
Kick Off is almost too beautiful for words, with lovely fast action and plenty of classic footy moves to test your goal-scoring skills to the full. Playable and challenging, this really is a remarkable game.
93% (Issue 4)

KONAMI HYPER SOCCER Konami
1-2 players £35
Fast and exciting, this is a near-perfect conversion of an impressive arcade game. Simple controls make for good two-player action, although it's a bit easy once you get the hang of it.
83% (Issue 6)

LEMMINGS Ocean
1 player £43
The world's most sadistic brain-bender makes it onto the NES with its puzzling gameplay intact – which is more than can be said for the lemmings, as you try and guide the furry rodents to safety through a thicket of deadly obstacles. With four difficulty levels this is going to last.
85% (Issue 11)

LITTLE NEMO Capcom
1-2 players £35
This fun cartoony arcade adventure looks and sounds great, and gives you lots to do. Don't be fooled by its cuteness, though – it's a real challenge and Nemo's dreams may soon turn into nightmares!
77% (Issue 8)

LOW G MAN Nintendo/Taxan Group
1 player £20


Low G Man is fast 'n' furious, with vast levels, beautifully drawn graphics and a frantic soundtrack. Add to that the brilliant weapons and gadgetry and you've got a real mind-blower. It's huge, it's playable and it's ingenious – swoonsome stuff!
94% (Issue 2)

MANIAC MANSION Jaleco/Lucasfilm Games
1 player £55
An ancient menu-driven arcade adventure revamped for the NES. The graphics are humorous, the puzzles are ingenious and you get to control several characters at once.
83% (Issue 3)

MARBLE MADNESS Milton Bradley/Rare
1-2 players £40
Although it's an excellent graphic conversion of the ageing arcade classic, there are only six levels which are all pretty easy. For real fans only.
56% (Issue 2)

MAXIVISION 15 Maxivision
1-2 players £60
What a load of rubbish! 15 games in one cartridge may seem tempting, but you won't believe how bad they are. None of the games are any good and some are appalling. £60? A rip-off!
27% (Issue 10)

MCDONALDLAND Ocean
1 player £40
This isn't a particularly original platformer (apart from the nifty upside-down feature) but it looks okay and is actually rather playable, at least in the short term.
77% (Issue 13)

MEGA MAN Capcom
1 player £35
Tough, merciless and unrelenting, Mega Man is a mean platform shoot 'em up, with six incredibly hard levels and no password system. If you've got a low threshold for pain, beware!
68% (Issue 6)

MEGA MAN 2 Capcom
1 player £45
Not as tough as Mega Man, and better all round. Bright and funny, with flexible gameplay, meatier monsters, and a friendlier structure.
83% (Issue 6)

MEGA MAN 3 Nintendo/Capcom
1 player £40
Better than previous Mega Mans – the difficulty level's about right this time. Tough gameplay, smooth graphics and lots of baddies – Megastatic!
87% (Issue 10)

MICRO MACHINES Code Masters/Hornby
1-2 players £33


This miniature racer's fun, fast and fab, with realistic gameplay, wonderful tracks and brilliant handling. It's small but it's perfectly formed!
92% (Issue 9)

MISSION IMPOSSIBLE Palcom
1 player £40
Your mission is to wander around foreign cities, doing lots of spy-type things like shooting people and forging security passes. If you persevere, there's plenty of fun to be had.
79% (Issue 4)

NES OPEN GOLF Nintendo
1-2 players £35
A brilliant golf sim that doesn't break any new ground, but with loads of features, testing courses and tough opponents it's both fun and realistic.
86% (Issue 10)

NEW ZEALAND STORY Ocean
1-2 players £40
A stunning arcade conversion from Ocean. Tiki Kiwi leaps and floats around platform-filled levels riddled with nasties, and just wait until you see the guardians. Blinkin' fab!
93% (Issue 5)

NORTH AND SOUTH Infogrames
1-2 players £45
Although the graphics are patchy, this American Civil War game is an intriguing mixture of sub-games and oddments which combine to make one big enjoyable mass of game.
74% (Issue 12)

OPERATION WOLF Taito
1 player £30
A crap lightgun game that's too bad for words. The screen flashes horribly when you pull the trigger, making this intensely irritating as well as boring.
36% (Issue 10)

PAPERBOY 2 Mindscape
1 player £40
Oh dear, if anyone's thinking of getting this game, er, don't. Terrible perspective, uncontrollable character, and repetitive gameplay – Paperboy 2 really is no fun at all.
50% (Issue 14)

PARASOL STARS Ocean
1 player £30
A wonderful arcade game which will have you hooked the moment you bash your first baddie with a brolly. Cute, addictive and tough.
91% (Issue 13)

POWER BLADE Taito
1 player £25
Despite some rip-roaring sound effects and impressive-looking beasts, this game's a bit of a doddle. You'll get all the way through it in about a week.
49% (Issue 2)

PRINCE VALIANT Ocean
1 player £35
Although Prince Valiant is mildly engaging for a while, it ultimately turns out to be a bit of a disappointment. Despite the variety of game styles, it's really rather primitive in terms of both looks and gameplay.
59% (Issue 14)

PROBECTOR Konami
1-2 players £23
Probotector is the NES version of the classic Contra, but with different sprites. Although it's old, it's as frantic a shooter as you could possibly wish for, with more challenges than you could wave an enormous stick at.
85% (Issue 4)

PROBECTOR II Konami
1-2 players £45
Probotector II is, amazingly, even better than its illustrious predecessor. It looks terrific and moves beautifully, and although it's incredibly hard, the action is non-stop and it'll keep you coming back for more.
91% (Issue 14)

PUNCH OUT Nintendo
1 player £30
Based on a coin-op which had special attachments for easier punching, the joyad-driven NES version of this classic boxing sim hasn't got the feel of the original. It may be one of the better NES boxing sims around, but it's too basic to be a knockout.
74% (Issue 11)

RAD GRAVITY Activision
1 player £35
In Rad Gravity you have to travel across the cosmos battling monsters. It looks a bit drab, but it's an intriguing platformer with heaps of variety.
74% (Issue 14)

RAD RACER Bandai
1 player £30
Not a bad effort, but spoiled by average graphics and a time limit which is unrealistically tight. The 3D stuff (avec shades) is an interesting idea, but the game's too hard and the gameplay too repetitive for it to be anything more than a novelty.
66% (Issue 9)

RAINBOW ISLANDS Ocean
1-2 players £40
Oh my word, Ocean have done it again! Like New Zealand Story they've produced an almost faultless conversion of an all-time favourite platform game, with near perfect gameplay and a brilliantly judged difficulty level. This is absolutely wonderful!
92% (Issue 5)

RESCUE - THE EMBASSY MISSION Kemco
1 player £30
A great idea – you have to manoeuvre SAS men into an embassy besieged by terrorists. Sniping, abseiling, and lots of tip-toeing, but boy is it dull.
48% (Issue 5)

ROAD FIGHTER Palcom/Konami
1 player £30
A very simple game, the kind of thing you'd play in an arcade for old times' sake. It's addictive and fun but looks awful and is far too primitive.
44% (Issue 6)

ROBIN HOOD Virgin
1 player £40
This looks at first like a complex role-player, but it's actually an arcade explore 'em up with some minor puzzles and some major sprite flicker. Distinctly average.
63% (Issue 14)



Low G Man – master blaster!

RAINBOW ISLANDS Ocean
1-2 players £40
Let Zippy & Bungle Tours whisk you away to the land of the immortal Rod, Jane and Freddie. Er... Actually, this game's got nothing to do with the hit children's programme, but don't worry, cos even without the singing threesome it's a superb platformer, with wonderful gameplay and a long life span.
92% (Issue 5)



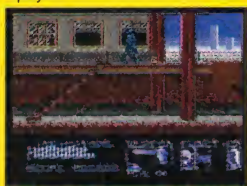
Rainbow Islands – what a cutie!

NEW ZEALAND STORY Ocean
1-2 players £35
Tiki's got to rescue all his Kiwi comrades who've been kidnapped by a manky old Walrus. This coin-op conversion is a terrific platform blaster, packed to the brim with great sounds and superb cartoon graphics. It oozes so much gameplay it needs a Kleenex!
93% (Issue 5)



New Zealand Story – hot plot!

ROBOCOP Ocean
1 player £40



A fun stomp-and-blast 'em up with action and visuals to back it up. But it's too easy and only the last few levels offer any sort of a challenge. 66% (Issue 2)

ROBOCOP 2 Ocean
1 player £40

A brilliant platform shooter with fab gameplay and perfect collision detection. Sadly, with Infinite continues it's far too easy to finish. If all you live for is the final screen, avoid this. 79% (Issue 10)

ROBOCOP 3 Ocean
1 player £40

This is a tough but intelligent game – brute force is not a good tactic here – which looks nice as well. If you liked the original, you'll like this. 88% (Issue 13)

ROLLER GAMES Konami
1 player £40

21st century street sport, with a good mixture of hazard-jumping and people-punching to keep you coming back. Not brilliant, but good fun all the same. 72% (Issue 2)

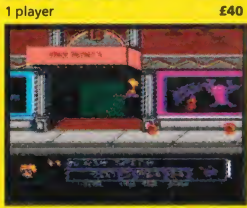
SHADOWGATE Kemco
1 player £25

Another magical mystery tour to track down evil-doers. There are plenty of places to visit, and the puzzles are taxing too. This game would be fun if only you didn't keep dying. 74% (Issue 2)

SHADOW WARRIORS Tecmo
1 player £25

The levels are huge and the graphics varied, so it's sad that the frustrating gameplay and awkward controls make this a beat 'em up to avoid – unless you're beat 'em up mad. 47% (Issue 3)

THE SIMPSONS - BART VS THE SHADOW MUTANTS Acclaim
1 player £40



Young Bart has to solve puzzles in order to collect various everyday objects from five levels of scrolling suburbia. Sampled speech, groovy music and lots of humour make it worthwhile, but it's tough and there's no password system. One for the pros. 81% (Issue 1)

SKATE OR DIE Palcom/Konami
1-2 players £25

You can skate, you can die, or you can do neither and spend your cash on something better. There are five sub-games, but none of them are very good, and some really stink. 52% (Issue 1)

SKI OR DIE Palcom/Konami
1-2 players £40

Ever get a sense of déjà vu? Well, Ski Or Die is just like Skate Or Die – with more white. More forgettable capers in five snow-capped events. Best for solo players but even then it's dull. 53% (Issue 2)

BOULDER DASH First Star Software
1-2 players £30

Hard hats are the order of the day in this rock 'ard puzzling collect 'em up. Each of the 24 levels is packed with traps, hazards, and diamonds – in fact, you could say this was a gem of a game! This diamond could perhaps be a bit too hard for younger gamers, though. 90% (Issue 1)



If you're playing Nintendo, you could fall victim to the GOTCHA Squad!

'Flasher' Beaven strikes again! Look out – he could be lurking with his trusty Instamatic in an arcade or games

shop near you! This month's victim: Chris Jones, Swindon Chris's pastimes include playing Nintendo games and sampling fine fruits of the Ardeche region.

SNAKE, RATTLE 'N' ROLL Nintendo/Rare
1-2 players £30



A cracking 3D scrolling collect 'em up featuring two slithering snakes called Rattle and Roll. The simultaneous two-player action is the real attraction in this game, as the dynamic duo explore 11 levels full of the prettiest graphics you ever saw. 90% (Issue 1)

SNAKE'S REVENGE Konami
1 player £35

A tricky Rambo-style mission which is quite fun to begin with but becomes mighty dull after you've played it for a while. The unoriginal, mazy gameplay is weighed down even further by really lame combat. 44% (Issue 6)

SMASH T.V. Acclaim
1-4 players £40

The impressive thing about this game at the arcades was the vast number of enemies on screen at once. The NES version has almost as many, making it a really frantic blaster. The gameplay's not quite varied enough for long-term fun, though. 82% (Issue 3)

SOLAR JETMAN - HUNT FOR THE GOLDEN WARSHIP Nintendo/Rare
1 player £20

Boldly go and explore 12 enormous levels of alien-blasting, power-up-collecting, jetpack-thrusting action. With a massive task and a password entry system to keep you going, shooting explore 'em ups don't come much better than this. 92% (Issue 1)

SOLSTICE Nintendo/Software Creations
1 player £20



Gob-smacking graphics and dreamy animation combine to create a wonderful 3D fantasy world, with over 250 rooms (blimey!) awaiting your heroic character, Shadax. 90% (Issue 1)

STAR WARS JVC/Lucasfilm Games
1 player £50

This is mainly a platform shoot 'em up with a few spaceshippy bits thrown in. The graphics are wonderful and the playability is superb (and you can play as Luke or one of his buddies). 88% (Issue 3)

STREET GANGS Infogrames
1 player £40

An odd-looking and unspectacular beat 'em up with a few good touches and a lot of mediocrity. You get plenty of people to biff, but there are loads of better beat 'em ups around. 61% (Issue 12)

SUPER MARIO BROS. 2 Nintendo
1 player £40

More varied than the first Super Mario game but not as good as SMB3. Not quite the Mario we all know and love, but your collection wouldn't be complete without it. 79% (Issue 5)

SUPER MARIO BROS. 3 Nintendo
1-2 players £40

If you haven't got this one yet, throw a tantrum, go mental, get a job – just do anything to get it in your collection. This is the most stunning platform game your NES will ever see. 98% (Issue 1)

SWORDS & SERPENTS Acclaim
1-4 players £20

This game takes four players, and boy, does it need 'em! Choose your own party of adventurers and head off to the dungeons to slay the evil serpent. The scenery's a bit bland, but the action and animation make up for it. 82% (Issue 2)

SWORD MASTER Activision
1 player £40

This may not be the most boring game ever on the NES... Actually, it probably is. Okay, the scenery's pretty, but the gameplay's the most simplistic and repetitive you'll ever see. 22% (Issue 7)

TALESPIN Capcom
1 player £45



Although the graphics are cute 'n' colourful, the gameplay in this Disney-based game featuring Baloo's flying circus doesn't match. A shame, cos it could have been a real scorcher. 69% (Issue 14)

TERMINATOR 2 LJN Ltd
1 player £40

A spiffy little game-of-the-film which sticks closely to the plot of the movie. It's mostly platform beat 'em up action, but there's also a motorcycling section to break up the boredom. 74% (Issue 3)

TIME LORD Milton Bradley/Rare
1 player £35

This features five levels of puzzle-solving, time-travelling tedium. There's the odd neat idea here but the whole game is just put together sooo badly. 43% (Issue 1)

TINY TOON ADVENTURES Konami
1 player £40

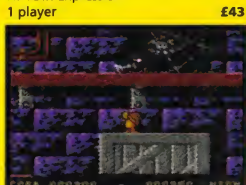


A brilliant conversion which is even more fun than watching the cartoons on television. It's cuddly, playable and pretty, with lovely, cute graphics, whizzy animation, and more variety of gameplay than you could shake a very large carrot at – what more could you ask for? Um, apart from a few more restart points, perhaps? 88% (Issue 9)

TO THE EARTH Nintendo
1 player £30

A proper 3D shoot 'em up, except that it uses a Zapper. There are waves of aliens, end-of-level guardians and power-ups. This is without doubt the best Zapper game available. 82% (Issue 4)

TOM AND JERRY Hi-Tech Expression
1 player £43



It doesn't really matter if you're a fan of the cat-and-mouse twosome or not, cos this game has very little to do with the original cartoons. Okay, it features Tom and, indeed, Jerry, but otherwise it's a pretty ordinary and not particularly inspired platformer. 67% (Issue 11)

TOP GUN Konami
1 player £45

Although this is a combat flight game, don't expect a complex, techy simulator with flaps and multiple bogies – it's really quite simplistic. It's basically a shoot 'em up, with limited control and only four missions. It's fun but it won't last long. 69% (Issue 14)

TOP GUN - THE SECOND MISSION Konami
1-2 players £40

Do you feel the need for speed? Well, soon you'll feel the need for a quick lie-down. Top Gun throws you into the hot seat of an F-14 Tomcat fighter plane for a very tough flight. This features amazingly fast, stomach-churning visuals, but it's too hard to be much fun. 66% (Issue 1)

TRACK AND FIELD II Konami
1-2 players £35



Another sports sim requiring lots of complex button-bashing manoeuvres. If you like them, you'll like this. If you don't, you won't. There are a few original events, but in general the game doesn't look like a winner. 54% (Issue 9)

TROG Acclaim
1-2 players £30



Trog is a 50-level maze game in which you have to run around the screen collecting eggs before the hungry cavemen eat you. The game looks great and plays fairly well, but it's not difficult enough. Short term fun only. 67% (Issue 3)

TURBO RACING Data East
1-4 players £30

A nice-looking and smooth-playing racer. The graphics are good, there's plenty to do to keep you interested, and customised cars are a nice extra. Although it's a bit simple, this should keep you going for a while. 81% (Issue 9)

TURTLES 2 Konami
1-2 player £50

A pretty faithful copy of the coin-op, with lots of action and a few nice touches. Unfortunately, it's generally too repetitive, slow-paced and unexciting to compare with the coin-op. 66% (Issue 6)

TURRICAN Imagineer
1 player £42

Platforms, guns, nasties – Turrican's got 'em all, but it's a very average platform blaster. Okay for a quick zap. 77% (Issue 14)

WIZARDS AND WARRIORS III Acclaim
1 player £40

A bit dull to start with, but as you begin to discover things it quickly becomes intriguing and very playable. 76% (Issue 7)

WWF WRESTLE MANIA CHALLENGE LJN Ltd/Rare
1-2 players £35

Are you a Hulk Hogan fan? Then you may think that this is for you, but hang on a mo – underneath, this game's a real lightweight. 30% (Issue 6)

WRATH OF THE BLACK MANTA Taito
1 player £23

A platform fighting game that's got some pretty graphics but is almost totally unplayable. The hero dies if he even looks at a bad guy. It's stupid. 42% (Issue 13)

THE LEGEND OF ZELDA Nintendo
1 player £40

In this old but challenging role-player you have to defeat Ganon and dig up the fragments of the Triforce. The quest is vast but do-able, and the task really holds your interest. A classic! 78% (Issue 2)

ZELDA 2 - THE ADVENTURE OF LINK Nintendo
1 player £40



Zelda I was a pretty hard act to follow, but Zelda II manages to be even better. The graphics could be improved, but there's plenty of action and clues to keep you going. 82% (Issue 2)

KICK OFF Anco
1-2 players £36

Let's face it, it's getting far too dangerous playing football these days, and the chances of sustaining a serious injury are pretty high. On the other hand, a sore thumb is all you're likely to get from this excellent footy game (unless you're Gazza!) and it's great fun even if you can't stand football. 93% (Issue 4)

SOLAR JETMAN Nintendo/Rare
1 player £20

Space – it may be the final frontier but in Solar Jetman you've only got a cack ship to conquer it with. Well, never mind, cos it makes for tougher gameplay. Your mission is to toddle around the universe in your craft, collecting bits of the Golden Warship, and it's great! 92% (Issue 1)



Solar Jetman – high flyer!

SNAKE, RATTLE 'N' ROLL Nintendo/Rare
1-2 players £30

Direct from the reptile house at Bristol Zoo, it's a pair of celebrity worms ready to squirm their way around a graphically fab 3D landscape. The simultaneous two-player game is a real hook and the 11 hard levels are enough to put this in the top slots, but the graphics clinch it. 90% (Issue 1)

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Tel: 0256 811267

- Game Boy games for sale: F1 Race, R-Type, Pacman, Red October, Super Kick Off, Bart Simpson. £12-15 (all boxed).

Tel: 071-828 0680

- 24 48k-128k Spectrum games: £15 ono. Ring any time, and will swap Bart Vs Space Monsters for Super Mario 2.

Tel: 0636 814403

- Game Boy with four games. The games are F1, Ninja, Gaiden Shadow, Fortress Of Fear, £140 or swap for SNES.

Tel: 0223 314077

- NES games – California Games £15, Turbo Racing £25, Punch Out £20 – Gamekey Adaptor (plays US games) £10. All ex. condition, boxed and instructions inc. Call Terry.

Tel: 0293 776492

- Game Gear games – Castle Of Illusion, G. Loc Air Battle, Leader Board Golf, Wonder Boy, Super Monaco Grand Prix: £70.

Tel: 0225 832556

- Amiga stuff – Bart Simpson, Lemmings, Captain Planet, Super Off Road, Golden Axe, Shadow Warriors, Total Recall, Jimmy White's Whirlwind Snooker, Deluxe Paint 3, 32 great demos, eight great magazines and a few blank discs, all for only £100.

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Tel: 0225 442244

- NES plus five games – SMB3, World Cup, Double Dragon 2. Plus Advantage joystick, hardly used. Worth £280, accept £120 ono.

Tel: 081-998 9976

- I will swap all my NES games for any SNES game except Mickey's Magical Quest, Super WWF, Super Adventure Island, Super R-Type, Super Mario or the converter. I will swap for SMB1, Baseball, Golf and Duck Hunt and Zapper. Or will sell for £10 each or £35 the lot.

Tel: 0753 867624

● **I have an Amstrad 128k CPC, good condition, three joysticks and 26 games, like Untouchables.**

Tel: 0703 7317851

- Four-Player Tennis for NES, boxed, used once: £25 ono.

Tel: 081-570 8196

- Game Boy for sale with five games + mains adaptor. Worth £170, will sell for £125. Ask for Jan.

Tel: 021-770 8375

- I would like to sell a NES game for £19. It is called Castlevania II – Simon's Quest (an excellent game!). Yo!

Tel: 0603 7130155

- Game Gear with Sonic 1, Joe Montana Football, Shinobi and Sonic 2, all boxed, for £80. Daniel's the name!

Tel: 0322 862805

- NES games for sale, £30 each. Terminator 2, Mega Man 3, Smash TV, Rainbow Islands, Bubble Bobble, Double Dragon 3, Duck Tales, Super Mario Bros 3, Jackie Chan's Kung Fu, Bart Vs Space Mutants.

Tel: 0443 430576

- Game Boy with Tetris, Super Mario Land, Duck Tales, Double Dragon, Side Pocket, Bart Vs The Juggernauts, a leather case and an adaptor: £120.

Tel: 0840 770744

- For sale: NES, three games including Super Off Road and Kung Fu, £40 ono or swap for Mario Kart on SNES (UK only).

Tel: 0532 737087

- NES for sale, one controller with games, including Mario Bros 1 & 2 and Duck Hunt with Zapper: £160 (ask for John from 5:30 to 7:00 any day).

Tel: 0232 491834

- I have a Super NES for sale with SF2, SMB4 and Castlevania 4: around £110. Phone and ask for Matt.

Tel: 081-771 5002

- 16 games for Game Boy, all UK: Tennis, Motocross Maniacs, Hyper Lode Runner, Alleyway etc. £65 ono.

Tel: 0438 714390

- NES for sale. 12 games inc. Gremlins, Nintendo World Cup, SMB1, Blades Of Steel, NES 4-Score + Game Genie. Retail approx £500, sell for £150.

Tel: 0992 582553

- NES with controllers, a Zapper and four top games. Sell for £100 or swap for Mega Drive and games. Phone after 6pm and ask for Andrew.

Tel: 041-638 4798

- NES for sale with SMB1+3, Duck Hunt, Double Dragon 2, Chip 'n' Dale, Zapper lightgun and two controllers.

Tel: 041-558 5188

- Game Boy for sale with F1 Race and Five-On-Five Basketball games. All boxed, as new. Vgc. Will separate. Only £65 ono.

Tel: 0367 241393

- Powerglove for sale: £50 or swap for Goldenfighter for SNES, Jap or American, or Fist Of Northstar.

Tel: 081-367 6787

- NES – still boxed, two controllers – plus four games – SMB1 + 3, Snake, Rattle And Roll, Marble Madness – and Game Genie. £120 or swap for Mega Drive.

Tel: 091-526 3956

- Nintendo (NES) games for sale: Star Wars £35, Super Mario 3 £30, Jack Nicklaus Golf £20, California Games £20, Digger T. Rock £20, Marble Madness £20. Also, Maverick joystick £10 + p&p.

Tel: 0262 671434

- NES for sale, five games: Duck Hunt, SMB1 + 2, Chip 'n' Dale, Duck Tales, Zapper gun, two joypads, all boxed, good condition. Worth £225, sell for £150. Ring Joanne after 6pm.

Tel: 081-597 4700

- For sale: Super Scope 6 and Populous: £79. Telephone and ask for Ben.

Tel: 051-638 2080

- NES + SMB3, Chip 'n' Dale, Dr Mario and Donkey Kong. Cost over £200, accept £160 ono. Ideal kit to get you started. (Make me an offer, I'm rich, I might accept it, only if you are genuine.)

Tel: 0354 660710

- US SNES games: Lemmings, Mystic Ninja, Smash TV and Desert Strike – £30 each. Jap F-Zero and Final Fight – £30 each. All immaculate condition.

Tel: 0203 348564

- Game Boy including Tetris, Super Mario Land, Super Kick Off and two-player lead: £100 or sensible offers.

Tel: 0697 361212

- NES action pack, seven games, including Dizzy, Kick Off, Gremlins 2 and SMB1. Worth £310, sell for £180 ono.

Tel: 0226 340165

- For sale: NES with ten games and Game Genie. Worth £481, sell for £270 ono.

Tel: 071-609 6747

- Game Boy eight-in-one and 16-in-one cartridges for sale. Include Tennis, Dr Mario, Othello, Tetris and loads more: £40 for eight, £60 for 16.

Tel: 0933 680561

- NES games for sale: Turtles, £15; Top Gun, £25; Rush 'n' Attack, £20; Legend Of Zelda, £25. All excellent condition.

Write to: Adam Brine, 1 Gaul Road, Catterick Garrison, North Yorkshire DL9 4AL

- NES pack including SMB1, Duck Hunt and Zapper, with five games, including SMB3. All boxed with instructions. Also, a Pro-Action Replay: £180 ono.

Tel: 0480 472354

- UK NES for sale + seven good games (excellent condition): £130 ono.

Tel: 0903 761196

- Loads of USA and Jap SNES games for £20-30 each. USA Pal booster and lead: £15. Converter: £7. USA joystick: £7.

Tel: 0908 367236

- NES for sale with Super Mario Brothers – boxed only – £45. Also, four NES games – Turtles, Rad Racer, World Cup, Punch Out – £20 each.

Tel: 061-976 4263

- NES for sale with SMB – SMB3, Gauntlet 2 and Time Lord: only £80. Phone evenings.

Tel: 0483 486871

● **For sale: two staff writers. Hardly used, only slightly soiled. £10 the pair or will split. Call TOTAL.**

Tel: 0225 442244



- Swap Turtles IV (USA) for Super WWF Wrestling or Castlevania 4 (USA adaptor required for Turtles). SNES.

Tel: 0902 791404

- Swap my Amiga 600, joystick and games for your SNES with five games.

Tel: 061-494 5248

- Will swap Bart Simpson's Escape From Camp Deadly, complete, boxed, good condition, for Dr Franken or Kirby's Dreamland (GB).

Tel: 081-427 1483

- Cart swap: Rad Racer for any good game.

Tel: 0743 750748

- Will swap Double Dragon for any other decent cart (except

Mario 1 & Simpsons).

Tel: 081-741 5181

● SNES swap: Super Tennis (96%), WWF, Turtles 4 (USA), Mario 4 for Addams Family, Krusty's Fun House, Smash TV, Castlevania 4 (UK or USA). One for one!!

Tel: 0482 633101

● I will swap Zelda 2 for Super Mario Bros 3 (for NES).

Tel: 081-440 5347

● I will swap my Game Gear plus games and adaptor for Super Nintendo with Mario World or Street Fighter 2.

Tel: 0992 714852

● I would like to swap Chase HQ for Tennis on the Game Boy.

Tel: 0284 766103

● Super R-Type for SNES! Will swap for F-Zero or a similar difficulty level NES game.

Tel: 0977 7063745

● Will swap Heianky Alien for Gremlins on GB. Phone for details.

Tel: 0303 275459

● I would like to swap Mario original for £15 or a game over 60%. Money would be preferred. Ask for Chris. Phone between 4pm and 7pm

Tel: 031-552 9940

● I'll swap my Game Boy and ten games, light magnifier and carry case, all boxed, for a SNES with games, or sell for £150 ono.

Tel: 091-253 3374

● Will swap WWF (SNES) for almost any other SNES game. Phone for details.

Tel: 0743 750748

● Game Boy swap: Motocross Maniacs for Faceball 2000. Guildford area. Phone Alex, 4-6pm.

Tel: 0483 898609

● I will swap Roller Games or Turtles (for the NES) for Ferrari GPC or Dizzy.

Tel: 0293 545035

● Will swap Bugs Bunny for Golf, Lemmings, Tiny Toons or Alien 3 (Game Boy).

Tel: 081-302 6608

● Will swap Bart Vs Space Mutants (NES) for Mega Man 1 or 2 or Elite.

Tel: 0388 833403

● Will swap the ace Choplifter II for The Chess Master or Dynablast (manual needed).

Tel: 0494 225685

● Will swap Gremlins 2, Turtles or Rescue Rangers for either Super Mario 3, Tiny Toons, Micro Machines or Rainbow Islands (for NES).

Tel: 0661 871416

● Will swap Mario, Pitfighter, Spindizzy, Super Soccer, Home Alone for any SNES game (UK). Not boxed.

Tel: 051-548 0555

● I will swap Super Tennis for any other good Super NES game. I would prefer Super Mario Kart or UN Squadron.

Tel: 0224 208831

● I have Lynx 2 with six games, swap for three SNES games: Final Fight, Super Soccer, Krusty's Super Fun House.

Tel: 071-916 0938

● I will swap snooker table (with own legs) for a Game Boy or Master System II with at least two games.

Tel: 0890 751250

● I will swap Dynablast, Double Dragon or Super Mario Land for Battletoads or Looney Toons (GB). One for one or two for two.

Tel: 0724 762327

● Game Boy swap. I will swap Super Hunchback or WWF1 for Super Mario Land.

Tel: 0268 743811

● Will swap WWF Wrestlemania (Super NES) for Pilotwings, Dragon's Lair, UN Squadron, Super Soccer or Mickey's Magical Quest.

Tel: 0925 601804

● I will swap Football International (GB) for Othello (GB). Try and contact Tom any day after 4pm.

Tel: 0423 712296

● Game Boy Castlevania and Dr Mario to swap. Swap for any of the following games: Tiny Toons, Xenon 2, Probotector, local area only.

Tel: 0204 844070

● SNES and Game Boy games for swap/part exchange. Also bought/sold for good price.

Tel: 0273 593371

● I will swap my Super Smash TV for Super Mario Kart. Call after 5pm.

Tel: 0236 730573



● Games wanted for Game Boy: Turtles 1 & 2, Gremlins 2, Bill And Ted (no Jap carts).

Tel: (0268) 417856

● Wanted: Chessmaster for Game Boy.

Tel: 081-451 3103

● Wanted: NES games Super Off Road or Lemmings. Must be in good condition. Will pay £15-20.

Tel: 051-327 1477

● Wanted: Super Mario Bros 4 for SNES.

Willing to pay £35. Would also like instructions. Ask for Suzy or Rod.

Tel: 0784 437258

● Second-hand Super Mario Land (GB). Will pay £11 ono.

Tel: 0661 871416

● Wanted! Street Fighter 2 for a good price – something like £45 – or I will swap it for Final Fight. If you haven't got Street Fighter 2 I'll have Turtles In Time. Please phone after 4pm and ask for Reece.

Tel: 0709 890194

● Hey, I'm looking for Tetris on Game Boy. Phone and ask for Peter.

Tel: 0603 811600

● Help! Can anyone photocopy manuals for any of these NES games: Mega Man 2, Skate Or Die, SMB1 and Life Force? Will pay costs.

Tel: 0482 632484

● Wanted: Super Mario 2 and 3. Buy for £30 (NES) or one of these for £15.

Tel: 0890 751250

● Wanted: SNES games. Will pay £15 to £25 for games.

Tel: 0527 32230

● Cash paid for broken consoles – SNES or Mega Drive. Also, coin-op trivia machine for sale, colour monitor: £150.

Tel: 0420 478031

● Miserable, balding editor of Nintendo mag desperately seeks sense of humour. Any price paid. Contact TOTAL on:
Tel: 0225 442244



● Hello, my name is Gary, I'm looking for a pen pal, male or female, any age.

Write to: 86 Gurnos Road, Gurnos Estate, Merthyr Tydfil.

● Hi, I'm a 15-year-old girl wanting pen pals who love animals and music. I own an NES and a Game Boy. Crazy people get writing.

Write to: Claire Willis, 8 Mortimer Road, Longleaven, Gloucestershire GL2 0ET.

● Hi, my name is David. I'm looking for a pen pal, M or F, aged 11-13. I like Game Boys and reading.

Write to: David Lee, Orchard Croft (?), Orchard Lane, Woodnewton, Peterborough PE8 5EE

● Gamer-Link! The pen pal club for gamers, run by gamers. Free swap service, club fanzine and more! Full details from: 28 Churchfield, Ware, Herts SG12 0EP (please send sae)

● Hello! I'm looking for a female pen pal who is into music, sport, Game Boy-playing and loads of other things. I'm 20 and will write to 16+ year-olds (photo if poss).

Write to: Kevin Oxlade, 52 Wagner Close, Brighton Hill, Basingstoke, Hants

● Hi, my name is Mark and I would like a pen pal – a girl aged 16-19. I love computers. I have an Amiga and NES (phot if poss.)

Write to: Mark, 28D Poldrun Place, Fishermead, Milton Keynes MK6 2LH

● Hi, my name is Daniel Gooda and I'm looking for a pen pal. My hobbies are swimming, tennis, football, computer games, reading, writing, working hard and horse riding. I am ten years old and I have a NES with 14 games plus robot, two control pads and a gun.

Write to: 1 Yare Valley Rise, Brundall, nOrwich NR13 5JW

● Hi! I'm looking for a pen pal aged 13-15. I love Take That and playing my Game Boy.

Write to: S. Leacy, 107 Pool Farm Road, Acocks Green, Birmingham B27 7HA



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● To everyone at the '92 Benenden

Summer School, especially all you in Lord Rothermere, + Ally, Olly and Richard G. Also, hello to all in 9F at Clarendon and a special notice to Clare Odisho = CLAR, HOW'S IT FEEL TO BE FAMOUS?! Lots and lots of love from Ezmé.

● Happy Birthday to Andrew Gooda, who will be nine on Sat 16 January 1993. (Should have sent it in earlier, then! – Steve)

● Thanks, Mum and Dad, for the SNES and subscription to TOTAL for Christmas. From Will.

● Dean Wallace – you're a TOTAL Axl Rose clone. Lotza love, Mizz XX.

● Happy 12th birthday, Stuart. From David Lyons. Yes, I got a mention!

● You seem to be excluding NES and GB from your mag since issue 5. Your mag seems to be worshipping the SNES as a god. How come? (Eh? –Steve.)

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GAME BOY

Just squeezed the last drop of pocket money out of mum and dad for a new Game Boy game? Well, you certainly don't want to blow it on a naff 'un then, do you? **TOTAL Recall** is your good cart/bad cart watchdog – read and inwardly digest before buying anything!

ADAMS FAMILY



Not as involving, pretty or playable as the NES game, although more of a challenge. Big sprites, but it's all a bit plain. More pukey than okay. 52% (Issue 7)

ADVENTURE ISLAND

This has the potential to be a really good game – there are loads of levels and the graphics are smooth and clear. Unfortunately, the gameplay is completely lame. It's not really much of an adventure. 56% (Issue 9)

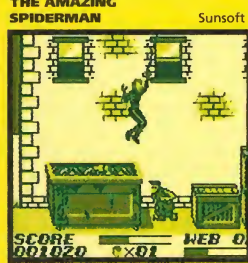
THE ADVENTURES OF ROCKY AND BULLWINKLE

Join the inept moose and the rather crap flying squirrel in one of the naughtiest platform collect 'em ups ever to appear on the Game Boy. Complete and utter guff. 39% (Issue 13)

ASTEROIDS

Those old enough to remember this classic arcade game shouldn't get too excited. This isn't the simple but compulsive shoot 'em up we all knew and loved. Rock blasting just isn't the same on the Game Boy. 55% (Issue 5)

THE AMAZING SPIDERMAN



Ol' Spidey's back in town and determined to get his long-time squeeze, Mary Jane, back from the grasp of the evil Venom. Lots of web-throwing and beat 'em up sequences make this fun, especially if you're a Spidey fan. 68% (Issue 3)

BALLOON KID

A cutesy little adventure involving a balloon chase. Alice has to rescue her dippy brother who's done a Richard Branson and drifted off attached to the end of a string of balloons. Excellent hazard-dodging fun. 76% (Issue 3)

BART SIMPSON'S ESCAPE FROM CAMP DEADLY

Game Boy Bart is similar to the NES version in style, but the challenge is different and the graphics are, if anything, better. Some great sampled speech, nicely structured gameplay and heaps of challenge. Wow! 92% (Issue 4)

BART VS THE JUGGERNAUTS

This is sadly just like every other Bart game – mildly entertaining at first but then utterly frustrating. There are some amusing graphics in places, but too little thought has been put into it. 45% (Issue 12)

BATMAN

Old Rubberpants stars in a tricky little platform shoot 'em up which isn't a million miles from Mario. The graphics are small scale but it all moves well and with trigger-tapping action like this you won't go far wrong. 80% (Issue 1)

BATMAN - RETURN OF THE JOKER

Batty's second Game Boy adventure to hit the streets has got five levels and they're all extremely tough. Glorious graphics and fab sounds are the icing on the cake. 86% (Issue 10)

BATTLESHIPS

The pen-and-paper original may be okay if you're bored, but the GB version doesn't work at all. Pointless. 23% (Issue 14)

BATTLETOADS



Gameplaying extravaganza! Heaps of different games in one cart make Battletoads a real treat for Game Boy arcade fans. The Turtles' days are definitely numbered. 90% (Issue 11)

BILL AND TED'S EXCELLENT GAME BOY ADVENTURE

Okay, bodacious gamers, we strongly recommend you rush to your local game shop and buy this excellent pak! Agreed, there's not much Bill and Tedness here, but who cares? It's brilliant! 91% (Issue 3)

BLADES OF STEEL

Disappointing version of a great game. It plays as well as the NES version, but ain't really designed for the weeny Game Boy screen. 60% (Issue 6)

BLUES BROTHERS

A tough, maze-style platformer with big and varied levels. The graphics are a bit slow and confusing at times, but the gameplay's strong enough to survive that. 74% (Issue 10)

BOULDER DASH

A cracking version of this popular collect 'em up. Lots of tough screens, well-designed difficulty levels plus superb graphics keep it interesting. 89% (Issue 3)

BOMB JACK

Bomb Jack was a very playable coin-op when it came out several years ago, and the GB conversion does it proud. It may not be fancy enough for some tastes but it's still great fun. 84% (Issue 12)

BOXKLE

An excellent puzzle game. It looks simple and is easy to pick up, but the 108 levels just get harder and harder. If you like puzzles, this is one of the toughest you'll come across. 69% (Issue 9)

BOXKLE 2

Not particularly exciting to look at, but with over 120 levels of brain-melting punishment it's sheer hell to play! Simple but extremely engrossing – you won't find much more refined puzzlesolving than this. 79% (Issue 10)

BRAIN BENDER

Mirrors, lasers, bubbles – Brain Bender's got the lot! This is a fun and fiendishly frustrating puzzler with a challenge that will last a good while – probably for ever! The controls can be a bit of a pain, though. 77% (Issue 11)

BUBBLE BOBBLE

This is full of terrifically addictive coin-op platform action, with over 200 levels and clever graphics. Unfortunately, passcodes for each level make it too easy. 68% (Issue 6)

BUBBLE GHOST

Blowing a bubble around the 35 rooms of a castle with a chubby little ghost as your character could have been fun – but sadly it ain't. Sorry! 22% (Issue 8)

BUGS BUNNY

Bugs has got to collect all of the carrots on the 80 levels of the game in order to rescue sweetheart Hunny Bunny. Sadly, level 80 is much the same as level one. 43% (Issue 1)

BURAI FIGHTER

Beautifully structured eight-way scrolling shoot 'em up. It's got loads of neat power-ups and three difficulty levels, so it'll last a good while. (The aliens are a bit crap, though!) 84% (Issue 4)

Titus

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Crash Dummies (GB)

James J.C. Tennis (SNES)

RC Pro Am (NES)

Crash Dummies (GB)

Chris J.C. Tennis (SNES)

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Andy J.C. Tennis (SNES)

RC Pro Am (NES)

Crash Dummies (GB)

Steve S.Star Wars (SNES)

RC Pro Am (NES)

Crash Dummies (GB)

Oi! Put that joypad DOWN!

Every month there's at least one game on each format that we can't leave alone. If we had the dosh, we'd rush out and buy 'em. Sadly, we haven't, so we just play 'em to death at work.

Steve S.Star Wars (SNES)
RC Pro Am (NES)
Crash Dummies (GB)

James J.C. Tennis (SNES)
RC Pro Am (NES)
Crash Dummies (GB)

Chris J.C. Tennis (SNES)
Air Combat (NES)
Mario & Yoshi (GB)

Andy J.C. Tennis (SNES)
RC Pro Am (NES)
Crash Dummies (GB)

BURGER TIME

This odd little platformer is possibly a bit too simplistic, but it's still an addictive game, and perfectly suited to the Game Boy. Passcodes and continues make it a bit easy to finish, though. 71% (Issue 8)

CASTELIAN

Simple, frustrating and addictive. The just-one-more-go factor plays a big part in this game. However, unless you're in the right mood, Castelian could just annoy you rather than enthral you. 75% (Issue 8)

CASTLEVANIA ADVENTURE

Garlic, crucifixes, wooden stakes and whip-happy trigger-fingers at the ready, folks. It's vampire-hunting time. Gorgeous graphics and sprite animation and detailed backdrops make this a real treat. 89% (Issue 1)

CASTLEVANIA II

Um, it's the sequel to the above game but with a few of the gripes ironed out. It's got massive levels, and although it's not brilliantly original it's still great fun to play. A classy game and no mistake! 90% (Issue 5)

CAESAR'S PALACE

With five different games included, this looks like it gives you lots to play at, but none of them requires enough skill to keep you interested for long. And you don't get to win any real money. Phooey! 60% (Issue 6)

CENTPEDE

A pretty good conversion which is fun to zap away at now and again. It's pretty basic and there's not much variety, but it's tough and addictive, with bags of nostalgia value. 68% (Issue 5)

CHOPLIFTER II

Although the graphics here are on the unimpressive side, this is a very involved game with loads of levels and loads of challenge which is great fun to play. 80% (Issue 6)

THE CHESS MASTER

If you can still find a copy of this, snap it up. This is the chess opponent you've always wanted. He's well-spoken (it has digitised speech) and plays a mean game. The only chess game you'll ever need! 90% (Issue 1)

DAEDALIAN OPUS

Fitting irregular-shaped tiles into a box and doing it all against the clock is very challenging, but is it really all that interesting? Well no, not really. This game gets incredibly boring after only a short time, and is one for puzzle freaks only. 45% (Issue 5)

DAYS OF THUNDER

A huge improvement over the NES version. It features smooth(ish) vector graphics, decent sound, and winning will take lots of practice. Sadly, it ain't that fast, so only big racing fans will find much here to keep them going. 73% (Issue 4)

DOUBLE DRAGON 2

If you're bored with straightforward beat 'em ups, give this a miss. If not, it's slick enough to keep you amused. A suitably good follow-up to the first game, but not original enough to interest you if you're not a fan. 77% (Issue 4)

DRAGON'S LAIR



Dragon's Lair features some of the best Game Boy graphics you'll ever see – although the detail does make them a bit hard to make out at times. This brilliant platform puzzle game may be incredibly hard but it's still dead playable. 79% (Issue 3)

DR FRANKEN

Highly detailed graphics with very little blur. This beautiful platform adventure takes place in an enormous castle (over 200 screens) and it's flippin' brilliant. 91% (Issue 5)

DR MARIO

Forget the Super Mario connection – he's here in name alone. Dr Mario chucks coloured pills into a jar and you have to line 'em up. Pretty dull, I'm afraid. 64% (Issue 1)

DUCK TALES

Why pay the earth for NES Duck Tales, when the GB version is not only better but cheaper? Duck Tales is a snazzy little collect 'em up, with a tough challenge and a good control system. 78% (Issue 2)

DYNABLASTER

This is a spanking new rendition of the million-year-old classic. Run around the maze, drop bombs, avoid the baddies, all that sort of stuff. It sounds deathly dull, but with four games in one cart it offers terrific value for money. 93% (Issue 2)

F-1 RACE

Get your motor running and carry on where Nigel Mansell left off. Loads of courses, the possibility of a four-player link-up and fast graphics make this a real cracker. You can almost hear the tyre screeches! 88% (Issue 1)

FACEBALL 2000

This 3D maze-type shoot 'em up has two different combat arenas and the option for a four-player head-to-head battle. With graphics you could frame and addiction you could bottle, this is a cart all GB owners should have. 93% (Issue 5)

FERRARI GRAND PRIX CHALLENGE

Another Formula One racer with all the works – 16 international tracks and 25 competitors – but it doesn't offer anything new and it's got several annoying glitches. It's also seriously lacking in challenge. 63% (Issue 11)

FOOTBALL INTERNATIONAL

A bit of a second-division football game. The two player stuff is all right with the old Game Link, but for one player a single tournament and match won't keep a keen footy fan happy for long. 70% (Issue 8)

FORTIFIED ZONE

This mazy blaster seems entertaining at first but there are only four short levels and only the last one puts up any sort of challenge. This isn't much fun at all. 68% (Issue 4)

Recall Top Ten – the best of GB

SUPER MARIO LAND

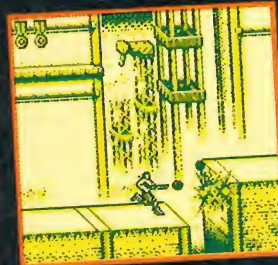
Well, it had to be number one, didn't it? It's easily the best-designed, most playable platformer to date. 94% (Issue 1)

TENNIS

What a racket! This is easily the best sports sim available on the GB. You'll be surprised how playable a game involving knocking an LCD ball about is! 95% (Issue 1)

PROBOTECTOR

Don't even think about investing in a shoot 'em up until you've checked this out! This is a blaster and a half – buy it, play it, then mellow out with a hot choc! 92% (Issue 8)



Hector the Probotector?

DYNABLASTER

Kapow! This is a game involving running around a maze dropping bombs, blowing stuff up, and knocking off baddies who are also trying to knock you off. If you think it sounds like a bit of a damp squib, think again – it's tough and extremely playable. 93% (Issue 2)

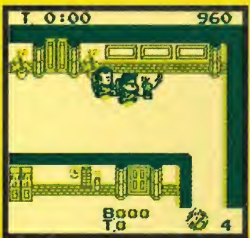
FORTRESS OF FEAR Acclaim/Rare
1 player £20
The latest instalment of the Wizards And Warriors series, but this time it's a platform collect 'em up. The gameplay is pretty darn good, but the lack of a password option is a drawback.
84% (Issue 2)

GARGOYLE'S QUEST Sunsoft
1 player £25
As well as nifty jumping-and-blasting gameplay, there's a role-play element here, so you have to use your brain as well as your reflexes. Variety, challenge and good looks.
76% (Issue 3)

GAUNTLET 2 Mindscape
1-2 players £20
This may be a pretty faithful copy of the coin-op and NES versions, but a colourless, tiny screen makes mazing-wandering a right old pain in the neck. Tragic!
41% (Issue 3)

GEORGE FOREMAN'S K.O. BOXING Acclaim
1 player £25
All there is to say about this is: 'Don't buy it, but if you do, for gawd's sake keep the receipt.'
20% (Issue 14)

GHOSTBUSTERS 2 Activision/HAL Laboratory
1 player £25



You have to control two 'Busters as they wander around a series of haunted houses, freezing and collecting ghosts. The gameplay is really slick, and controlling two characters at once makes it different.
85% (Issue 4)

GOLF Nintendo
1-2 players £20
Everyone likes to play a round every now and again, and this game contains no less than 36 holes to negotiate. Everything you could ask for is here, including two-player link-up and a brilliant battery back-up.
92% (Issue 1)

GREMLINS 2 Sunsoft
1 player £25
Loads of fun here, as you guide Gizmo through level after level of platforms, traps and Gremlins. And the graphics are just as good as the gameplay. It's tough, but well worth the aggro.
82% (Issue 2)

HAL WRESTLING HAL America
1-2 players £25
Wrestling games aren't that brilliant at the best of times, but this one is truly crap - it's so bad you can't even tell the wrestlers apart. And they expect us to pay for this rubbish?
27% (Issue 10)

HARMONY Accolade
1 player £27
A tough game, with original puzzling gameplay that will test even the most hardened puzzle-freaks. With 50 levels and no passcodes it's a bit too hard, though.
69% (Issue 11)

HIT THE ICE Taito
1 player £25
At first, there seems to be nothing really awful about this Yank ice hockey sim, but sadly, it's deathly dull - every single game is identical. Yawn.
50% (Issue 13)

HOME ALONE THIQ Inc
1 player £25
Just how much fun can you have wandering around an almost empty house, bashing the odd burglar every half an hour? None, that's exactly how much.
38% (Issue 4)

HOME ALONE 2 T+HQ
1 player £25
Although the GB version of this game is slightly more pleasant to play than the SNES one, with only four levels it's far too easy. Not exactly a 'must buy'.
57% (Issue 13)

HOOK Ocean
1-2 players £25
This is almost identical to the NES version. The graphics are a bit too detailed for the Game Boy to handle, but they're fast and smooth, and the gameplay is lots of fun. There's an excellent two-player mode, too.
88% (Issue 7)

HUDSON HAWK Sony Imagesoft
1 player £29
First the film was a flop, and now it looks like the game's going to go the same way. The gameplay's just boring run-from-left-to-right stuff, with hardly any action. It looks nice but it won't last for more than an hour.
35% (Issue 10)

HUNT FOR RED OCTOBER High Tech Expressions
1-2 players £25
There are loads of levels in this underwater shoot 'em up, but they're all too similar and bear very little resemblance to the film.
40% (Issue 5)

HYPER LODE RUNNER Nintendo
1-2 players £25
A classically simple platform game that'll keep you up into the small hours. Sad graphics, but the playability is huge.
84% (Issue 2)

ISHIDO Nexoft
1-2 players £20
A tarted-up Game Boy version of an ancient and puzzling board game. The tile-placing gameplay is fun to begin with, but there's not enough variety to keep you amused for long.
68% (Issue 5)

JOE N MAC Elite
1 player £25
It may be old-fashioned but if you're after some raw challenge this little monster will keep you going for ages.
75% (Issue 14)

JORDAN VS BIRD EA
1 player £25
A three-in-one basketball sim which allows you to challenge two of the greatest players in the slam dunk, one-on-one and 3-point competitions. Sometimes annoying, but once you get the hang of it it's good fun.
71% (Issue 11)

KID ICARUS Nintendo
1 player £25
Kid Icarus features a winged boy flapping around a maze in search of his girl. It's an engaging little platformer, but it's all a bit samey. There's battery back-up, but you'll soon get bored.
68% (Issue 11)

KILLER TOMATOES T.H.Q. Inc.
1 player £25
A silly scenario but quite a fab game. The levels are big, with loads of hidden secret rooms, oodles of action, and a last boss that will have you pulling your hair out. The slow-down is a problem, though.
79% (Issue 9)

KING OF THE ZOO Nintendo
1-2 players £20
This whacky ball-rolling bash 'em up is an entertaining romp with cute looks and masses of playability. It's simple but loads of fun.
87% (Issue 1)

KIRBY'S DREAMLAND Hal Labs
1 player £20
Kirby's got to track down Dream Land's missing Twinkle Stars, using his amazing sucking powers to inhale baddies. It's a nice idea and it looks pretty, but it's far too easy. Shame!
39% (Issue 12)

KRUSTY'S FUN HOUSE Acclaim
1 player £25
A puzzler with simple design but tons of gameplay. No complex ideas, just playable and well presented. Possibly a bit too easy, but great stuff.
84% (Issue 13)

KWIRK Acclaim
1-2 players £20
Guide Kwirk, a small (but perfectly formed) tomato to the exit in a series of simple, but increasingly complicated mazes. The puzzles are frustratingly fiendish but it's so playable it'll keep you battling away.
78% (Issue 1)

LEMMINGS Ocean
1 player £30
Forget the slightly dodgy graphics - the Game Boy version of this classic puzzler has all the addictive gameplay as its counterparts on other machines, with intense levels and a brilliant difficulty curve.
90% (Issue 14)

LOONY TUNES Sunsoft
1 player £25



As usual, cartoony capers look absolutely wonderful on the GB. Despite annoying scrolling levels, this has brilliant animation and great action.
80% (Issue 13)

MACDONALDLAND Ocean
1 player £25
Even if you don't like their burgers, you can still have fun with this. McDonalds' entry into Game Boy land isn't particularly original, but if you've got patience it's got some mileage.
66% (Issue 14)

MARBLE MADNESS Mindscape
1-2 players £25
Graphically great and very playable, but this is a cut-down version of the original. If you like completing your games within a day then this is one for you, but it's really showing its age.
31% (Issue 4)

MAX Infogrames
1 player £25
An average platformer which isn't going to set the world on fire. The most original touch is the use of grappling hooks, but the sound and graphics are disappointing.
57% (Issue 14)

MERCENARY FORCE Nintendo
1 player £25
A tough but tedious scrolly lefty righty sort of game. Controlling a whole band of fighters is a different idea, but they provide too big a target for the enemy.
54% (Issue 9)

METROID 2 Nintendo
1 player £26
This is basically a small game that's become bloated. It's too big and bland for most gamers to enjoy, but if you like the idea of wandering about for ages doing nothing much then this one, avert battery back-up, is for you.
66% (Issue 8)

MICKEY MOUSE Sunsoft
1 player £25
As usual, cartoony capers look absolutely wonderful on the GB. Despite annoying scrolling levels, this has brilliant animation and great action.
80% (Issue 13)

MICKEY'S DANGEROUS CHASE Capcom
1 player £25
Don't be seduced by the Disney connection - this is a non-eventful, sad excuse for a platformer. With bland early stages, it's only worth playing towards the end.
38% (Issue 9)

MISSILE COMMAND Accolade
1-2 players £25
This could have been a big hit on the little yellow screen, but a poor control method and lame visuals ensure that the GB version of Missile Command falls a long way short of the target.
49% (Issue 7)

MOTOCROSS MANIACS Palcom
1-2 players £20
Fast 'n' furious action with loads of obstacle-packed courses make this race 'em up totally addictive. Although the graphics could be a bit meatier, it's a perfect GB game.
91% (Issue 7)

MOUSETRAP HOTEL Milton Bradley
1 player £25
This is a platformer with six rubbishy levels, an uncontrollable character and repetitive gameplay. Extremely dull and instantly forgettable.
47% (Issue 13)

MR DO Ocean
1 player £22
An high-perfect conversion of a game from the eight-bit era. If you're unfamiliar with this, it's a highly addictive maze-muncher which calls for all the strategic power you can muster.
80% (Issue 10)

MYSTERIUM First Star
1 player £30
Mysterium is all about alchemists (no, nothing to do with Boots!). It's an adventure-cum-maze game with added shooting which actually works rather well. A long-term challenge.
79% (Issue 11)

NAIL 'N' SCALE Data East
1 player £26
An extremely tedious puzzle game about throwing nails and then using them to climb up walls. More annoying than challenging.
32% (Issue 10)

NAVY SEALS Ocean
1 player £25
This mission is a run-along-and-shoot 'em up, with a bit of leaping around platforms as well. Good blasting gameplay and big characters.
79% (Issue 2)

NEMESIS Konami
1 player £25
You may know this one by the name of Gradius, but whatever you call it, it's a wonderful shoot 'em up. If you like classy blasters then add it to your collection immediately.
92% (Issue 2)

NEMESIS 2 Konami
1 player £25
Also known as Gradius - Interstellar Assault, this is just as brilliant as its predecessor. It's tough - restart points are a bit scarce - but thankfully it's also intensely playable, with shoot 'em up action you won't believe.
93% (Issue 12)

NINTENDO WORLD CUP Nintendo
1-2 players £20
More oddball than football. The graphics are, er, interesting, but the gameplay is sadly lacking in excitement. If you're after a footie sim, you'd be better off with Kick Off.
64% (Issue 1)

OTHELLO Nintendo
1-2 players £20
Fans of this strategic board game need never plead for partners again, cos this cart's got four players inside (bit of a squeeze!). Othello wipes the dust off this thousand-plus-year-old game and brings it bang up to date.
92% (Issue 2)

PACMAN Namco
1-2 players £25
The granddaddy of video games is definitely showing its age now. With basic gameplay, only a single maze and fiddly control at high speed, this is one for nostalgia freaks only.
51% (Issue 7)

PAPERBOY Nintendo
1-2 players £20
Deliver your papers by dodging angry customers, loony skateboarders etc. This game picks up a lot of fans - dunno why, cos it's as dull as the Sunday Times.
77% (Issue 3)

PAPERBOY 2 Mindscape
1 player £25
There's nothing strikingly wrong about this game, but on the other hand, there's nothing strikingly brilliant about it either. Virtually identical to the first one and just as lame.
50% (Issue 10)

PARASOL STARS Ocean
1 player £25
First it was Bubble Bobble, then came Rainbow Islands, and now Parasol Stars is the last word in cute, and it looks just as fab as its predecessors. Don't let the dreamy looks fool you, though - this is tough!
92% (Issue 11)

PARODIUS Palcom
1-2 players £25
This whacky parody of Gradius may be a standard shooter at heart, but it looks fab and is loads of fun. Even with the infinite continues this cute 'em up is a real blast.
83% (Issue 10)

PIT FIGHTER T.H.Q.
1 player £30
Hmm. This game has a massive five opponents and a grand total of three pitfighters to choose from, who all look as rubbishy as one another. A very sad beat 'em up.
56% (Issue 9)

POP-UP Infogrames
1 player £25
Manoeuvre your bouncy ball around the platforms and collect the bonuses. It's fun for a while, but after ten or so screens you'll start to get bored.
61% (Issue 14)

PRINCE OF PERSIA Virgin
1 player £29
This game's a bit superficial, really - nice to look at but not a lot beneath the surface. Still, with ace animation and big, beautifully designed levels, it's great fun to play.
83% (Issue 8)

PRINCE VALIANT Ocean
1 player £30
Even if you didn't think you liked RPGs, Prince Valiant's wander-around-and-cast-spells gameplay can become addictive. It's a bit too easy, though.
71% (Issue 14)

PROBOTECTOR Konami
1 player £30
Would-be Arnies won't find a better blaster on the Game Boy than this. Two styles of gunplay and some meaty enemies make this a smasher.
92% (Issue 8)

PROPHECY GameTek
1 player £25
Prophecy is a very big and fairly varied platform game, but with patchy action, a too-tough difficulty level, and very basic sword-slashing gameplay, it's not a whole lot of fun.
51% (Issue 11)

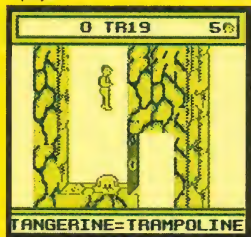
THE PUNISHER EA
1 player £25
Similar in style to the Operation Wolf arcade game, the lack of a meaty weapon makes this a let-down. Pretty samey and pretty annoying.
49% (Issue 14)

Q*BERT Jaleco
1 player £25
An oldie but definitely a goodie. It's basically a platform puzzler, but the gameplay is timeless and incredibly addictive, and with the neat little added extras this will delight Game Boy owners everywhere.
80% (Issue 7)

QIX Nintendo
1-2 players £20
A faithful reproduction of the steam-driven original. Guide a ship around the screen, filling it up as you go. Weird but well worth a look.
81% (Issue 1)

RADAR MISSION Nintendo
1-2 players £20
There's really not much you can say about this. It's just like that old pen 'n' paper war game, Battleships. Hmmm.
53% (Issue 3)

THE RESCUE OF PRINCESS BLOBBETTE Nintendo
1 player £25



Poor old Boy and his Blob turn up again on the Game Boy and to be honest it's as dull as the NES version. Same old aimless wandering... Yawn!
55% (Issue 2)

REVENGE OF THE 'GATOR HAL Laboratory Inc.
1-2 players £20
Pinball wizards won't find a better simulation than this. Ultra-smooth graphics and a whole arcade's worth of flippers and features crammed onto one four-screen 'table'.
85% (Issue 1)

ROBOCOP Ocean
1 player £25
Robocop is entertaining enough and lays down a challenge tougher than Robo's metallic skin, but it's too slow-moving to be brilliant.
74% (Issue 1)

ROBOCOP 2 Ocean
1 player £25
Robocop's return to the Game Boy isn't particularly original, but given the pretty graphics, great tunes and nifty sub-games, it's still good fun. A great improvement on the original.
86% (Issue 10)

R-TYPE Nintendo/rem
1 player £20
One of the all-time classic shoot 'em ups. Plenty of frantic blasting and power-up collecting, and even though it's nothing new it's still superb.
86% (Issue 1)

R-TYPE II Irem
1 player £25 (Woolworths only)
A very smart version of R-Type II, and technically even better than its predecessor. However, it's not hard enough - 'easy' level is virtually a scenic tour.
68% (Issue 14)

SIDE POCKET Data East
1-2 players £25
Anyone who's into real pool will be miffed about this. With two players it's okay, but American rules and no opponent make it a bit dull.
59% (Issue 1)



Dynablast - blow 'em up.

NEMESIS Konami
1 player £25
Gradius, Life Force, call it what you will - this is one classy shoot 'em up. Based on the aged coin-op, it's a six-stage sideways scroller with masses of power-ups and bosses nastier than TOTAL's. (Oi! Watch it! - Steve.) Great noises, perfect pixels and heaps of blasting action.
92% (Issue 12)



Nemesis - shooting star.

PARASOL STARS Ocean
1 player £25
A cute little chap, an umbrella, and stuff to collect all join together to make a stonking little platformer. With loads of levels, this is going to last and it'll be winging its way into the charts pretty soon. Better get a copy before they're all sold out!
92% (Issue 11)

BART SIMPSON'S ESCAPE FROM CAMP DEADLY Acclaim
1 player £25
The Bart Man faces a real challenge in this game. The gameplay is tough and the challenge keeps on going until you're begging for mercy. This game really is deadly.
92% (Issue 4)

**SKATE OR DIE
(BAD 'N' RAD)**

Konami
1 player
£25
'Oh no, not that boring old NES game!' Well, no, because for once the Game Boy version is actually sufficiently different to the original to make it a rather fab game.
76% (Issue 2)

SNEAKY SNAKES

Tradewest
1-2 players
£25
This is the 2D version of NES Snake Rattle 'n' Roll. Sadly, the lack of a third dimension makes it a little dull.
58% (Issue 4)

**SNOOPY'S
MAGIC SHOW**

Kemco
1-2 players
£25


With clear, simple graphics, this is a great game for playing on the move. However, the password system makes it too easy to finish.
71% (Issue 7)

SOCCER MANIA

Sony Imagesoft
1 player
£25
The Yanks once again show their total ineptitude at our national sport. This is a very sad attempt at a soccer sim – the control method is appalling and you can't tell the players apart.
13% (Issue 11)

SOLAR STRIKER

Nintendo
1 player
£20
Top-to-bottom shoot 'em up scrollers don't come much more basic than this, but it's a fun, playable shooter (although let down by crude visuals).
72% (Issue 1)

SOLOMON'S CLUB

Tecmo
1 player
£25
Stunning puzzle game featuring the best elements of a variety of game styles. With lots of tactical play, bags of variety, and well-structured platform fun, brainboxes and arcade fans will go wild. Join the 'Club'!
93% (Issue 7)

SPIDER MAN II

FCI/Pony Canyon
1 player
£25
This is a playable little platformer, but it is just another platformer – it's not really of superhero proportions. The animation's good and the action is non-stop, but there's nothing new.
69% (Issue 9)

STAR SAVER

Taito
1 player
£25
Dull, dull, dull. A tedious little game with weedy visuals, formulaic gameplay, and a lifespan bordering on the nonexistent. Don't waste your money.
34% (Issue 7)

STAR TREK

Ultra Games
1 player
£29
This has the makings of being a good game – there's loads of levels and the graphics are smooth 'n' clear. The trouble is that the gameplay is completely lame. It's not really much of an adventure.
56% (Issue 9)

SUPER HUNCHBACK

Ocean
1 player
£29
This is a brilliantly animated platformer, with dreamy gameplay, great tunes and loads of clever extras. This game is just fabulous in every way – exactly the game your Game Boy was made for!
90% (Issue 7)

SUPER KICK OFF

Anco
1 player
£25
This is quite simply the best footy game available for the Game Boy. Although the omission of a two-player mode was very short-sighted, the computer is a tough opponent.
77% (Issue 6)

SWAMP THING

T-HQ
1 player
£25
A poor excuse for a platform game, despite its environmentally-friendly message. No, if you want to help the earth, resist the temptation to burn this cart and recycle it instead.
21% (Issue 14)

MARIO LAND

Nintendo
1 player
£20
Well, what can we say about the Game Boy game which puts almost every other in the shade? Basically, SML2 is a cracking play, with all the secrets, hidden goodies, playability and class of its full-size counterparts.
94% (Issue 1)

**SUPER MARIO
LAND 2**

Nintendo
1 player
£30



Hurrah! Mario's back! Well no, not exactly, because although this has got all the usual Mario magic and a few extras, it's not really up to scratch. It's basically far too easy.
70% (Issue 12)

SUPER OFF ROAD

Tradewest
1 player
£22
This four-player coin-op conversion never did the business on NES or SNES, and the GB version is even weaker. Slow, uncontrollable and frustrating.
16% (Issue 13)

**SUPER
RC PRO-AM**

Nintendo/Rare
1-4 players
£25
Let's get this straight: this game simulates simulated racing, yes? It's great fun for four players but if you're on your own it gets tiresome.
87% (Issue 1)

**SUPER
TAIL 'GATOR**

Natsume
1 player
£25
Tail 'Gator is a brilliant little arcade platformer – exactly the sort of thing that excels on the Game Boy. The levels are varied and it looks smashing!
86% (Issue 11)

TENNIS

Nintendo
1-2 players
£20
If you enjoy tennis, then this is the gamepak for you. Control is superb, the graphics are perfect for the game and it plays so well you may never want to pick up a racquet again.
95% (Issue 1)

T2 - THE ARCADE GAME

LJN
1 player
£25
A frantic slaughterfest, with bullets and bodies flying everywhere! If you can ignore the lack of variety you'll love this action-packed mayhem.
71% (Issue 13)

TERMINATOR 2

Acclaim
1-2 players
£20
This Game Boy licence of the film takes all the best bits from the movie, cuts out all the boring bits and even puts in a few snippets the film makers left out. A neat game with spiffy graphics, different on each level.
80% (Issue 3)

**TINY TOON
ADVENTURES**

Konami
1 player
£28
Some of the cutest graphics and animation you'll ever have the privilege of seeing on the Game Boy. This adventure is an extremely playable bounce 'n' bash platformer, but the wordy bits slow the flow down.
89% (Issue 9)

TIP OFF

Imagineer
1 player
£25
A basketball sim which does the job nicely. It's not all that original or involved, but it's a great game for quick ten-minute blasts.
78% (Issue 13)

TRACK MEET

Interplay
1 player
£28
A well designed athletics simulation which has nothing really new to offer but is still fun to play. Lots of frantic button-bashing is involved here!
64% (Issue 10)

TRAX

HAL Labs
1 player
£22
In Trax you play a cuddly little tank who can rotate his gun as well as move it up and down. You have to blast through four levels, but sadly they're all devoid of any action.
32% (Issue 10)

TURRICAN

Accolade
1 player
£25
A massive and very challenging platform shoot 'em up. It worked brilliantly on the big screen of the NES, and although it suffers a bit on the Game Boy, it's still pretty slick.
79% (Issue 5)

**TURTLES (FALL OF THE FOOT
CLAM)**

Konami
1 player
£25
This is a great beat 'em up, especially for Turtles fans. An option screen allows you to play on any level, which spoils the element of discovery, but play it properly and you'll be hooked.
91% (Issue 1)

**TURTLES 2 (BACK FROM THE
SEWERS)**

Konami
1 player
£25
This is a fine sequel to the very playable first Turtles game, with the same frantic action but with more variety and a tougher mission.
84% (Issue 7)

**WORLD CIRCUIT
SERIES**

Konami
1-4 players
£25
A good, playable racing sim. Sunday drivers should stick to the country roads, but boy racers might want to try the fiendishly hard GP tracks.
75% (Issue 9)

ULTIMA

FCI/Pony Canyon
1 player
£25
Sweep away the piles of platformers and shoot 'em ups and get RPGing with Ultima! Although it's a bit too easy to die, this is a huge game which you'll want to finish (or die trying!).
84% (Issue 12)

WWF SUPERSTARS

LJN
1-2 players
£25
Big and beautiful graphics and heaps of really neat wrestling moves, but like the NES version it's too easy. Wrestling fans will be over the moon, but it won't impress anyone else.
49% (Issue 4)

WWF SUPERSTARS II

LJN
1 player
£25
More wrestling action featuring the men with egos even bigger than their biceps. This has nothing new to offer and is still ridiculously uncontrollable.
44% (Issue 11)

XENON 2

Mindscape
1 player
£25
A polished and well-programmed conversion of an age-old classic, but it's looking a bit dated now.
69% (Issue 13)

Mystic Jim's Horoscopes – life, love and Nintendo gaming for the month ahead

AQUARIUS

YOU: If there was ever a time to be backstabbing, nasty to your elders, and a complete git, this is it! Call it payback for 1992 being such a bad year.

FAVE SAYING: 'Don't mess with me right now.'
FAVE GAME: Revenge of The Punisher.



LEO

YOU: Everything's pointing to money at last. Trouble is, no matter how much it points, you'll never have any. Maybe it's time to sell your favourite relative **FAVE SAYING:** 'I'm rich, I'm rich!' (Followed by moronic laugh) **FAVE GAME:** Monopoly.

PISCES

YOU: Saturn is starred favourably, this month. This makes now an excellent time to buy an exotic pet, like a tame emu or something. **FAVE SAYING:** 'Give us a break. I just can't deal with this right now.'
FAVE GAME: Home Alone.

ARIES:

YOU: It's time to start glueing up the cracks in your life, but remember to replace the cap afterwards as the new moon suggests a trip to casualty this month. **FAVE SAYING:** 'Look, I was being careful, okay!' **FAVE GAME:** Boy And His Blob.

TAURUS

YOU: What are you playing at? When your stars say you're going to be chatted up, you don't sit around the house matching up the family's collection of odd socks. Get out there and show people what a silver-tongued thing you are. **FAVE SAYING:** 'You really shouldn't go out in odd socks!' **FAVE GAME:** Mario And Yoshi.

GEMINI

YOU: Phew! Thank God that month's over. Don't worry, though, all that hard work will pay off. A colony of aliens have noted your good deeds and want to reward you. Watch your head when they drop a little surprise. **FAVE SAYING:** 'Hey, who flicked that?' **FAVE GAME:** Aliens 3.

CANCER

YOU: It's blue skies for you this month. The heavens are looking on you kindly to make up for your recent upset. Take advantage of this new-found power and invade a small country. **FAVE SAYING:** 'I am your leader now. Obey me or you will perish!' **FAVE GAME:** Space Invaders.

VIRGO

YOU: Something is suggesting a change of job – but it may not be your own choice. Never mind, great things are on the horizon. Buy a huge telescope and you might be able to see them. **FAVE SAYING:** 'You can stick your job. I'm off!' **FAVE GAME:** Paperboy.

LIBRA

YOU: Love, love, and more love. That's what's in store for you. People like you make me sick! All that gooey mush-mush stuff can't be healthy. Time will tell, eh? **FAVE SAYING:** 'Mon cher, gissa snog.' **FAVE GAME:** Radar Mission.

SCORPIO

YOU: Take a low profile this month. There's so much going on with your planets at the moment, it's like lunar pool up there. Take some friendly advice and clear a space on your bedroom floor. **FAVE SAYING:** 'Noogit noogit, and a friendly how-do-ya-do.' **FAVE GAME:** Marble Madness.

SAGITTARIUS

YOU: Pluto's new moon will leave you feeling a little depressed this month. Why not use this influence as inspiration to write a chart-topping, moody pop song and make loads of money. **FAVE SAYING:** 'Ooo, I love you and you turn me to goo, ooo.' **FAVE GAME:** Mario Paint.

CAPRICORN

YOU: Now is the time to sit back and take things a bit easy. Your mind isn't on your work and all you can think about is that holiday to Greece you think you've won. Oh, by the way, you haven't, so tough! **FAVE SAYING:** 'Sand, sea, surf, and seagulls.' **FAVE GAME:** Kirby's Dreamland.

FACEBALL

2000 Bullet Proof Software
1-4 players
£25
Who said that the day of the maze has been and gone? Well, whoever it was, they obviously hadn't had a bash at this brill 3D mazer shoot 'em up thingy with a four-player link-up. (Try saying that after five pints of Ruddle's County Ale!)
93% (Issue 5)



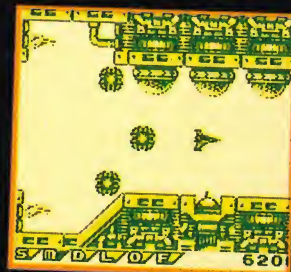
Faceball 2000 – in yer face!

SOLOMON'S CLUB

Tecmo
1 player
£25
This is a buildy-blocky-blowy-upy sort of puzzler featuring the best elements of a variety of game styles. You have to finish each screen before moving on to the next level. Great fun and tremendously addictive stuff – definitely worth every penny of the twenty-five quid price tag.
93% (Issue 7)

NEMESIS 2

Konami
1 player
£25
Be careful! This is easily the most awesome shoot 'em up available on the Game Boy. The basic principal of the game is to power-up like mad, or find yourself sat back at the restart points. The blasting action doesn't let up for a moment. So, if you can't stand the pace, leave this 'un alone!
91% (Issue 3)



Nemesis 2 – a faster blaster.

BACK ISSUES

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Cop a load of this! We got Robocop 2 on the NES and GB, SNES Robocop 3 preview, plus FREE Roboposter!

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SUPER NES

It's the biggest! It's the brightest! It's the best!
In fact, if you're a Super NES owner SNES Recall is the only buyer's guide you'll ever need, with every single SNES game ever to appear in TOTAL reviewed and rated. Beware of cheap imitations!

ACTRAISER Ocean
 1 player £50
 Actraiser is an arcade slash 'em up which lets you lord it over your very own race. With wonderful graphics and sound it's an atmospheric and utterly compelling game.
91% (Issue 12)

THE ADDAMS FAMILY Ocean
 1 player £45
 Slick platform arcade adventure with moody graphics, heaps of atmosphere and loads of weird creatures. The tough levels are butt-clenchingly frustrating, but it's good-looking and one hell of a challenge!
70% (Issue 8)

ANOTHER WORLD Interplay
 1 player £40



This is technically stunning and potentially a great classic. It looks gobsmacking – almost like a film – but there's one drawback: it's too easy. After a few sessions all of its secrets will have been revealed.
74% (Issue 12)

AXELAY Konami
 1 player £45
 Easily the prettiest alien-blasters of all time, with stunning Mode 7 scenery and huge bosses. Sadly, it's marred by patchy gameplay and a challenge which won't last for long. Not as impressive to play as it is to look at.
81% (Issue 11)

BATTLE BLAZE Sammy
 1 player £45 (import)
 A second-division slugger which looks good but isn't varied enough. Pleasant backdrops, muscley sprites and nice sounds, but a limited number of moves and opponents. Brill to beat up your mates with, though!
59% (Issue 8)

BATTLE CLASH Nintendo
 1 player £35
 If you were wondering whether the Super Scope was a worthwhile investment, Battle Clash provides the answer: it's not. In this game you have to shoot robots, and... Er, well actually, that's it. Tedious, simplistic stuff.
28% (Issue 12)

BART'S NIGHTMARE Acclaim
 1 player £50
 What is it about Bart and video games? The cartoons are ace but every game the little yellow fella stars in is nob – and this is no exception. The gameplay is all over the place and it's all seriously lacking in playability.
53% (Issue 12)

BLAZEOIN Atlas
 1 player £45 (import)
 A very sad sideways blaster, with a distinct lack of aliens and scrolling that shudders when there's nothing happening! Bland, lame, Absolutely Zero Entertainment, Overpriced Nob.
59% (Issue 10)



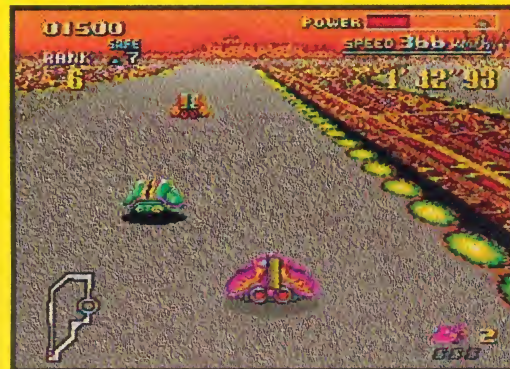
BLAZING SKIES Namco
 1 player £45
 This is the sequel to an Amiga game called Wings, which was absolutely brill. Um, but this isn't. Random gameplay, shabby graphics, and a complete lack of atmosphere. Dreadful.
42% (Issue 12)

CASTLEVANIA IV Konami
 1 player £45
 Although little different to Castlevania III, this is a fine swing 'n' slice 'em up which looks like a dream and has loads of different baddies and hazards. A bit samey, but loads of fun.
74% (Issue 7)

CHUCK ROCK Sony Imagesoft
 1 player £45 (import)
 A very basic platformer. It's pretty all right, but the gameplay is simplistic, there are too few bad guys and Chuck, lumbering Neanderthal that he is, feels too cumbersome.
61% (Issue 14)

DARIUS TWIN Taito
 1 player £45
 Darius Twin is a strange shooter, cos it's both fun and dull. When it's busy there's loads of action and it's a stiff challenge, but on occasion it all goes quiet and it then gets seriously repetitive. More like Darius Only Child.
62% (Issue 14)

DESERT STRIKE Electronic Arts
 1 player £45
 Okay, so it started life as a Mega Drive game, but we won't hold that against it. This is an excellent shoot 'em up, with a great mix of blasting and strategy and a perfect difficulty curve.
88% (Issue 13)



F-ZERO Nintendo
 1 player £40
 This futuristic racing game has to be seen to be believed! The 3D courses move so fast your stomach will be churning. There are 15 courses played over three leagues and the Mode 7 graphics are phenomenal on each one. It's not strictly a racing simulator, but who cares when it's a heart-pounding high-speed burn-up like this? If this superb adrenaline-pumping scorcher isn't in your collection, there's something wrong with you!
91% (Issue 5)

DINOSAURS IREM
 1 player £45 (import)
 Based on an obscure film of the same name which was only released on video cos it was a bit crap, this prehistoric platformer is a big, good-looking and fairly playable game. All in all it's pretty standard stuff, though.
55% (Issue 11)

D-FORCE Asmik
 1 player £45 (import)
 This standard vertical scroller looks like it was designed on Mario Paint! It's got nothing new to offer fire-button freaks but it might keep you amused for a while.
67% (Issue 10)

DRAGON'S LAIR Elite
 1-2 players £45
 Probably the most tortuous and atmospheric game you'll ever play on the SNES. Luvverly scenery, nice slice 'n' dice action and loads to explore. The 25 levels, complete with passcodes, present a huge challenge.
64% (Issue 10)

DRAKKHEN Infogrames
 1 player £45
 A methodical role-player in which you control four characters on a quest to defeat the dragon kings. The puzzles are straightforward and there's very little to surprise you. For fans only.
64% (Issue 14)

FINAL FIGHT Capcom
 1 player £45
 If you're after a decent, varied, colourful beat 'em up, you need look no further than Final Fight. There's no two-player option but it makes up for this deficiency with some fab action and wicked backdrops.
78% (Issue 9)

F1 CIRCUS Nichitsu
 1 player £45 (import)
 F1 Circus has got all the usual features of a racing game – loads of options, all the international circuits and a full championship season – but the view from the car is too confusing for you to be able to exercise any real skill.
64% (Issue 10)

F1 EXHAUST HEAT Ocean
 1 player £45
 Yes, surprisingly enough this is a game about Formula One racing. It's also incredibly dull. The Mode 7 racetracks are nice, but in terms of gameplay it's a complete non-starter.
59% (Issue 12)

HOLE IN ONE Hal Labs
 1-4 players £40 (import)
 Although Hole In One has only got 18 holes and the permanent overhead viewpoint is a bit artificial, the smart Mode 7 graphics and atmospheric sounds make up for it. With more than one player you'll have a ball!
75% (Issue 11)

HOME ALONE 2 Ocean
 1 player £45
 Don't be fooled by the comfy-looking digitised furniture – this sprawling platformer is big, empty and contains nothing new in the way of gameplay. You'll be bored after a few goes.
70% (Issue 13)

HOOK Sony Imagesoft
 1 player £45 (import)
 If you liked the film, you'll probably be a mite disappointed with this. It's all very pretty, with beautiful cartoony characters and some ace animation, but at the end of the day it's just a run-of-the-mill platformer.
64% (Issue 11)

JACK NICKLAUS GOLF Trade West
 1 player £45 (import)
 With simple gameplay and useful advice before each shot, this could have been the ideal game for beginners. Sadly, everything's ruined by the fact that it's all so darn slow! Not really up to Jack's high standards.
59% (Issue 11)

JAMES BOND JUNIOR T+HQ
 1 player £45 (import)
 Amazingly, the gameplay in JB1 manages to be even worse than the ludicrous plot. The game alternates between a dull shoot 'em up with poor graphics and a dull platform game with poor graphics. No fun.
42% (Issue 14)

JOE 'N' MAC - CAVEMAN NINJA Elite
 1-2 players £45
 The characters are a bit uncontrollable and it's too easy to finish, but this playable prehistoric platformer holds some nice surprises. It's got a great mix of blasting and platforms and some of the scrummiest backdrops and sprites ever seen on the Super NES.
72% (Issue 9)

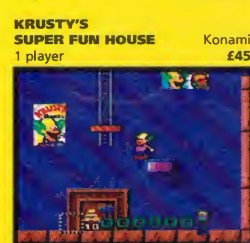
JOHN MADDEN '93 EA
 1-2 players £45
 Another Mega Drive conversion, but it's none the worse for that. Fans of American Football won't find a better game than this realistic and slick-playing simulation (despite a few graphical glitches).
86% (Issue 13)

KA-BLOOEY Kemco
 1 player £45
 This is in fact Bombuzal, an ancient game which first came out on the Commodore 64. It's a taxing puzzler, but it's not really worth the price tag or worthy of the SNES's capabilities.
69% (Issue 13)



KING OF THE MONSTERS Takara
 1 player £50 (import)
 This fighting game is like a cross between Godzilla and WWF, with monsters wrestling against an urban backdrop. Sounds fun, but the monsters only have a couple of moves each and the novelty soon wears off.
41% (Issue 10)

KRUSTY'S SUPER FUN HOUSE Konami
 1 player £45
 A bit gloomy for a 'Fun House', but good-looking and spookily atmospheric. Guide Krusty around his amusement arcade, trap rats and try to stay alive. Weird but fun.
80% (Issue 8)



LEMMINGS Sunsoft
 1 player £50
 The quillion-year-old classic brings its rodent-rescuing gameplay to the SNES, and it's still fun and frantic. (It's marred by slow-down, though.)
81% (Issue 10)

MARIO PAINT Nintendo
 1 player £70 (with SNES mouse)
 A user-friendly art and music package which, with basic sounds and only 16 colours, fails to exploit the SNES's potential. Disappointing.
48% (Issue 10)

MUSYA Datam
 1 player £45 (import)
 This Oriental arcade adventure has some neat touches but it's not exciting enough. Despite pretty backdrops and weird weapons, it's too ponderous for arcade junkies.
59% (Issue 8)

PILOTWINGS Nintendo
 1 player £40
 Pilotwings' mellow music makes it one of the more laid-back games on the SNES. Flying a biplane, skydiving, and bombing around with a jetpack strapped to your back may be great fun but it's definitely no picnic!
91% (Issue 11)

POPULOUS Imagineer
 1 player £45
 In Populous you play god, using your powers to try to help your own tribe thrive while slaughtering their enemies. An excellent conversion of the much-copied god-game, but the novelty's worn off a bit now.
61% (Issue 12)

RECALL TOP TEN - the best of SNES
DRAGON'S LAIR Elite
 1-2 players £45
 Dirk the Daring has never had it so good. Don't be put off by the old arcade game – or earlier debates on the NES and GB – this version is big, tough, and has some of the best platform action seen in a long time.
93% (Issue 10)

STREET FIGHTER 2 Capcom
 1-2 players £65
 So, what's all the fuss about this Street Fighter 2, then? Oh dear, here we go again. Repeat after me: 'SF2 is the most addictive beat 'em up ever. It's got fab graphics, fab sound and fab gameplay. And you get the chance to beat the living daylight out of your best mate.'
94% (Issue 8)

TOP GEAR Kemco/Gremlin
 1-2 players £45
 With Top Gear we're talking serious speed, nitro injections, and a chance to drive those Italian cars that we mere mortals can only dream about owning. There are racing games, and there is Top Gear. Don't get them confused – this is in a class of its own.
93% (Issue 9)

THE ADDAMS FAMILY Ocean
 1 player £45
 Slick platform arcade adventure with moody graphics, heaps of atmosphere and loads of weird creatures. The tough levels are butt-clenchingly frustrating, but it's good-looking and one hell of a challenge!
70% (Issue 8)

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93% (Issue 10)

SUPER TENNIS Nintendo
 1-2 players £40
 Nintendo really got it right when they produced this spiffing sports sim. You've got loads of moves: smashes, volleys, lobs, spins, drop-shots, cross-court, double somersault back-flips, you name it. Brilliant.
96% (Issue 5)

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94% (Issue 8)

POWER ATHLETE Kaneco
1-2 players £45 (import)
Another SF2 rip-off, and what a pile of cack it is too. The graphics are poor, the gameplay is random and the fighters have just one punch, one kick and a tatty special move each. A complete mess.
28% (Issue 14)

PRINCE OF PERSIA Konami
1 player £45



One of the hardest arcade puzzlers ever. Lovely graphics and stunning animation on Prince, although control of him could be better. You're gonna have to be tough to beat this.
84% (Issue 9)

PUSH OVER Ocean
1 player £45
Strange one, this. I mean, would you have thought up a game all about knocking colour-coded dominoes over? It's tricky, but not as arcadey or as much fun as a puzzler needs to be. Not really SNES material.
68% (Issue 13)

RACE DRIVIN' T+HQ
1 player £45 (import)
This is probably the worst SNES driving game you'll ever see, with pathetically slow graphics and no sensation of speed – you definitely won't still be playing it after an hour.
17% (Issue 12)

RANMA 1/2 Masaya
1-2 players £45 (import)
A nifty best-of-three-rounds beat 'em up which wins no prizes for originality but is good fun to play, with lots of punches and kicks to choose from and some impressive secret moves.
67% (Issue 10)

RIVAL TURF Jaleco
1-2 players £45
Rival Turf is an excellent two-player stroll 'n' beat 'em up, with exciting, high-speed game play. The fighting action doesn't offer anything new, but it's great fun when you're bashing around with a friend.
70% (Issue 9)

ROBOCOP 3 Ocean
1 player £50
After the stonking Robocop 2 on the NES, SNES Robocop 3 is a major disappointment. The graphics and sound are basic and there's a distinct lack of gameplay. Steer clear of this.
37% (Issue 12)

THE ROCKETEER IGS Corp.
1-2 players £45 (import)
Impressive to look at, with cinematic backdrops and nice, detailed sprites, but don't be fooled – beneath the flashy surface this game is simplistic, boring and bad in every way.
28% (Issue 7)

RPM RACING Interplay
1-2 players £40 (import)
More of a tourer than a racer – it's far too slow to get the blood rushing to your brain and your fingers twitching. Its commendable attempts to be different have failed on every count.
46% (Issue 9)

SKÜJJAGGER American Soft. Corp.
1 player £45 (import)
Skülljagger comes with its own 80-page story book, which is novel (geddit?) but fails to make up for the bland scenery, basic animation and bog-standard action. Lacklustre stuff.
61% (Issue 13)

SIM CITY Nintendo/Maxis
1 player £40
This could quite possibly be the best £40 you'll ever spend! The concept is simple and the looks are basic, but this build-your-own city game is virtually limitless and totally absorbing. Wonderful stuff!
94% (Issue 7)

SOUL BLAZER ENIX
1 player £45 (import)
Soul Blazer is similar to Zelda, and this is a very basic platformer. Okay, the graphics are attractive, but the run 'n' jump gameplay is dull.
40% (Issue 11)

SPANKY'S QUEST Natsume
1 player £40 (import)
Spanky the monkey has to trog around headbutting balls. The more he heads them, the bigger they get and the more enemy-killing debris is released when they're popped. Not bad, but hardly worth the 40 quid price tag.
54% (Issue 12)

SPIDER-MAN AND THE X-MEN Acclaim
1 player £45
The Marvel comics on which this is based are brilliant, but sadly the game fails to conjure up the comics' excitement. Although die-hard fans may enjoy playing their fave characters, this is a very average platformer.
67% (Issue 13)

SPINDIZZY WORLDS Activision
1 player £43
Take GERALD the gyro for a spin through a landscape filled with treacherous ramps, lifts, doors and baddies in this wonderful puzzly arcade game with bags of variety.
91% (Issue 14)

STREET FIGHTER 2 Capcom
1-2 players £65



Street Fighter 2 is simply the best coin-op conversion ever! It's an absolutely superb, action-packed beat 'em up with dozens of moves, a host of adversaries, and a vast amount of detailed animation. Sound, graphics and gameplay in perfect harmony.
94% (Issue 8)



SUPER GHOULS 'N' GHOSTS Capcom
1 player £50
With some of the prettiest scenery you're ever likely to meet on the SNES, and a challenge to knock your socks off, this souped-up version of the classic coin-op platform shooter is rather tasty. However, the slow-down is unforgivable, and some of the gameplay is a bit too evil to be fun.
87% (Issue 11)

STRIKE GUNNER Activision
1 player £45
A vertically scrolling shooter in which you have to zip around blasting a procession of hardware. The ships look good, but it's dull, with tedious backgrounds and repetitive gameplay.
51% (Issue 12)

SUPER ADVENTURE ISLAND Hudson Soft
1 player £45
Ignore the groovy rave-style tunes – this is a very basic platformer. Okay, the graphics are attractive, but the run 'n' jump gameplay is dull.
40% (Issue 11)

SUPER ALESTE Toho/Compile
1 player £45
Forget Axel – if it's vertical scrolling shoot 'em ups you're after, Super Aleste is the biz! It's got huge sprites, remarkable Mode 7 backgrounds and no slow-down (hurrah!).
85% (Issue 12)

SUPER BATTLETANK Abs. Ent.
1 player £45
After Desert Strike, another Gulf War game, but this time with tanks. Unfortunately, the samey action will last you about five minutes.
50% (Issue 14)

SUPER BUSTER BROS. Capcom
1 player £50
Despite its origins as a brilliant coin-op, Super Buster Bros.' bubble-bursting action doesn't really cut it on the SNES. It's fun for a while but with no two-player mode and too-easy gameplay you'll soon get bored.
57% (Issue 14)

SUPER DOUBLE DRAGON Tradewest
1 player £45 (import)
Yet another crap DD game. The graphics are decent, but there's no challenge – it's just a case of hit and hope. Nope, if it's street fighting you want you know where to go.
61% (Issue 12)

SUPER KICK OFF Anco
1-2 players £45
It's fast, it's wild and there are loads of exotic options to play around with. However, it's too fast and too wild, and control is too cumbersome. If you love footie you might enjoy this, but Super Soccer's still your best bet.
49% (Issue 14)

SUPER MARIO KART Nintendo
1-2 players £45 (import)
This latest star vehicle (ha!) for Mario is a highly original racing collect 'em up in which Mario and Co. go karting around a split-screen Mode 7 race-track. Definitely worth a look.
82% (Issue 11)

SUPER OFF ROAD Tradewest
1-2 players £45 (import)
This is virtually identical to the NES game, except that the graphics and sounds are slightly better. However, with weedy cars and samey tracks, it's only any good as a head-to-head, and even then it can get pretty tedious.
53% (Issue 7)

SUPER PLAY ACTION FOOTBALL Nichitsu
1-2 players £45 (import)
If you find the rules of American Football totally incomprehensible, this is certainly not the game to change your opinion. It's far too complex and uncontrollable for novices.
53% (Issue 11)

SUPER PROBOTECTOR Konami
1-2 players £45



The guy who wrote this must have been out of his face, cos the nasties in this game are definitely on the weird side! The graphics are unbelievable, with stunning Mode 7 effects throughout and some massive guardians, and the sound is pretty fabulous too.
88% (Issue 9)

SUPER R-TYPE Nintendo
1-2 players £40
Although let down by jerky scrolling, the graphics here are stunning – real arcade stuff. But beneath the good looks the gameplay is shallow and the action patchy. Still, zap freaks will get off on the hi-energy blasting.
71% (Issue 6)

SUPER SMASH TV Acclaim
1-2 players £45



Stupendously brutal, thrilling and rock-hard! In many ways Super Smash TV is the ultimate shoot 'em up, with a superb control system and perfect replication of the coin-op's brilliant gameplay. I'd buy that for a dollar!
93% (Issue 8)

SUPER SOCCER Nintendo
1 player £40
Excellent 3D visuals, a choice of 16 teams to play and flexible controls make Super Soccer a joy to play. Sadly, the rules of the game seem to have been conveniently re-written.
80% (Issue 6)

SUPER TENNIS Nintendo
1-2 players £40
There has never been such a playable yet realistic tennis sim as this. With a massive range of moves to access and loads of characters to choose from, each with individual characteristics, this is totally superb.
96% (Issue 5)

SUPER WWF Acclaim
1-2 players £50
Even if you loathe the WWF crew you can't help but be impressed by this game. The graphics are gorgeous and the sounds effectively conjure up all the razzmatazz of the ringside.
81% (Issue 6)

THE MAGICAL QUEST STARRING MICKEY MOUSE Capcom
1 player £45 (import)



Is Mickey set to usurp Mario as the video games star? Well, if this graphically stunning platformer is anything to go by, he's well on the way. Sadly, its lifespan leaves something to be desired, but it's still gorgeous.
81% (Issue 13)

THE IREM SKINS GAME Irem
1-4 players £45 (import)
Ignore the rather odd title – this is just another golf game, and a rather dull one at that. The 3D views are good, but the single course isn't that difficult or exciting and control isn't as intuitive as it could be. Nowt special.
64% (Issue 13)

TOP GEAR Kemco/Gremlin
1-2 players £45
Fast, furious and fun, and with exceptional Mode 7 graphics, Top Gear is absolutely stunning – the best two-player racing game, like, ever! You won't find a speedier race 'em up than this!
93% (Issue 9)

TRUE GOLF CLASSICS T&E Soft
1-4 players £42 (Jap/US import)
This is actually a series of games, each based on a real-life course. If it's realistic golf sims you're after, then have a shot at TGC. But be warned: it's accurate rather than playable.
64% (Issue 11)

TURTLES IN TIME Konami
1 player £50 (Jap grey import)
This is good-looking and occasionally quite fun, but it's generally boring and too easy to finish. For hard-core Turtles fans only.
63% (Issue 10)

ULTRAMAN Bandai
1 player £45
With poorly animated sprites and an almost total absence of gameplay, this sad superheroes-and-monsters beat 'em up would have the stuffing knocked out of it by SF2 any day.
26% (Issue 11)

UN SQUADRON Capcom
1 player £45
Horizontal scrollers don't come much better than this! Feast your eyes on the visuals and scorch your brain on the action – this is an intense blaster.
92% (Issue 10)

WING COMMANDER Mindscape
1 player £45
With stunning graphics and utterly thrilling combat, this alien-shooting flight sim is a brilliant game from start to finish. Incredible stuff!
89% (Issue 14)

XARDION Asmik
1 player £45 (import)



Everything about this platform shoot 'em up is naff, from the jerky graphics to the appalling sound. Put this one top of your list of 'things to avoid'.
27% (Issue 9)



SUPER SMASH TV Acclaim
1-2 players £45
Can you handle this blood bath of a game? Are you nodding your head frantically? Good! Super Smash TV is one of those classic oh-mi-god blasters that makes you feel that you've wiped out an entire civilisation by the time the Game Over message appears.
93% (Issue 8)

UN SQUADRON Capcom
1 player £45
Others have tried and failed to produce games like this on other consoles. For action and awesome graphics that will blow you away, you can put your trust in the UN! Become a regular Biggles of the future with firepower that is out of this world.
92% (Issue 10)

F-ZERO Nintendo
1 player £40
Hello, Mode 7. This is a 3D futuristic racer that every serious SNES owner should play at least once. There's no need to shout about the amazing graphics and atmospheric sound when the gameplay is so fab. It's not what you'd expect of a racing game, but it's ace!
91% (Issue 5)

SIM CITY Nintendo/Maxis
1 player £40
Take control of a massive metropolis and play fire chief, town planner, tax man and everybody who does anything important. This is a top-notch strategy game which is not only very intellectually taxing (ha!) but also a whole load of fun to play.
94% (Issue 7)

ACTRAISER ENIX
1 player £50
Whoa! Stonking, this is! A superb mixture of Populous/Zelda-ish arcade adventuring and Rastan Saga sword-swinging. Stunning visuals, epic soundtracks and unputdownable gameplay. It's a massive quest, too, so thank your lucky stars for the battery back-up.
91% (Issue 12)

TOTAL!

100% FOR ALL PLAYERS OF
NINTENDO

- NES
- Game Boy
- Super NES

SU

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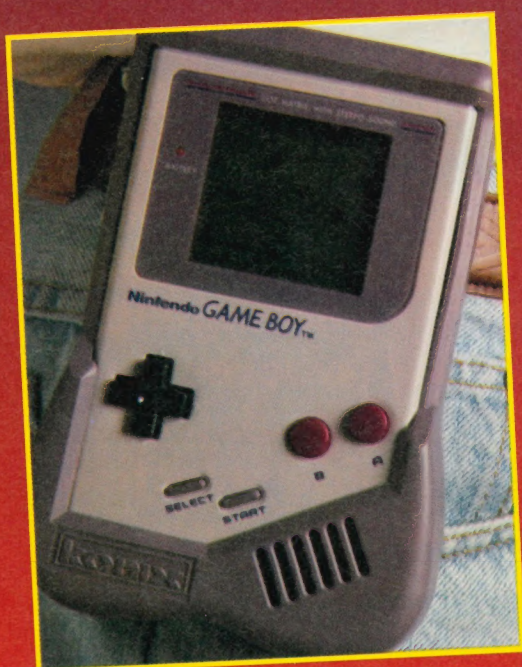
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Next Month

Nothing in life is certain, least of all what's going to appear in next month's TOTAL but here are a few wild stabs in the dark.



NES

Other mags may ignore the Nintendo console that started it all, but TOTAL will be full of NES stuff as usual, including Pirates, Noah's Ark, Bucky O'Hare, Home Alone 2, Burai Fighter and more.

There's tons of GB stuff in the next ish - Speedball 2, Titus the Fox, Alien³, Spanky's Quest, Wordtris, Wave Race, Alfred Chicken and the Nintendo début of the Crash Dummies!



GAME BOY



SNES

We'll be taking a gander at Super SWIV, Syvalion, Aliens Vs Predator, Test Drive 2, Warp Speed, Powermonger, Lethal Weapon, Rugby and lots more stuff that we simply can't fit in.

Next month, TOTAL will be on sale from

Thursday 18th March at good newsagents (where you can also buy a wide selection of snack foods,

cards for all occasions, copies of The People's Friend and maybe even a Take That poster book).

PLUS
You can win
The Incredible
Crash Dummies
for NES and
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Dear Newsagent,
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MEGA DRIVE - The Sega Mega Drive is the ultimate computer game console, fully utilizing for the first time the awesome power of the latest 16 bit technology. **MEGA GRAPHICS** - The Sega Mega Drive reproduces the graphic quality of specially designed arcade machines costing many times as much. **MEGA SOUND** - The Sega Mega Drive even has real stereo sound, making the greatest games even greater.

Question: Finish this name - Sonic the

Answer:

- A) Hampster
B) Horse
C) Hedgehog

Phone **0338 422002**



WIN A SUPER NINTENDO STREET FIGHTER II

Super Nintendo is the most advanced entertainment system with dazzling 3D graphics, spectacular colour and digital stereo sound; and includes the new game Street Fighter II, the worlds greatest arcade hit.

Question: Where do Sumo Wrestlers come from?

Answer: A) America B) Japan C) Australia

Phone **0338 422000**

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WIN A SEGA GAME GEAR

The portable, hand held Game Gear is in full colour, with an amazing 3.2" back lit LCD screen, which brings arcade style graphics to life in 32 brilliant colours. The Game Gear includes 4 awesome games.

Question: How many games come in this Sega Game Gear

Answer: A) 40 B) 4 C) 15

Phone **0338 422022**

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My Second choice game is _____

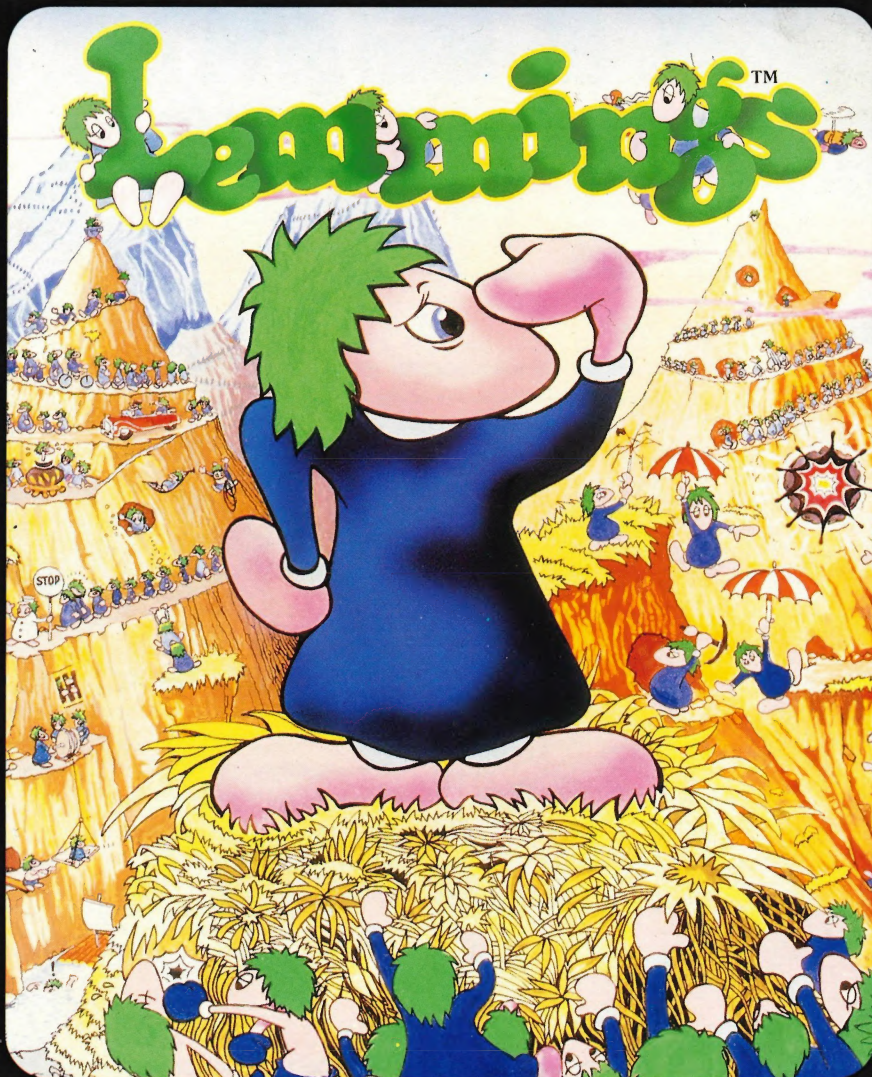
My Third choice game is _____

I enclose cheque ☐ Postal Order ☐ for £5 and one of my existing games for my computer system. Sega Mega Drive ☐ Game Gear ☐
Master System ☐ Super Nintendo ☐ Nintendo Gameboy ☐

If you are not completely satisfied, we will send the game you exchanged back to you.

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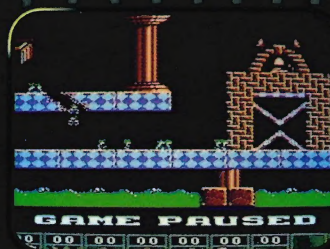
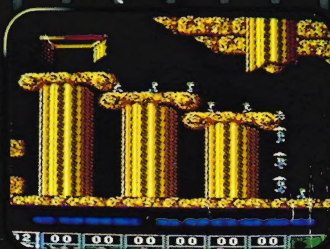
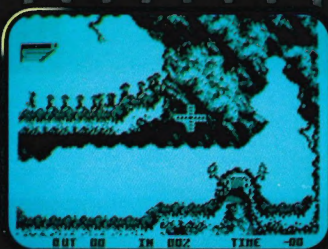
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"Anyone who has played Lemmings will tell you it's possibly the
most playable game of all time".

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